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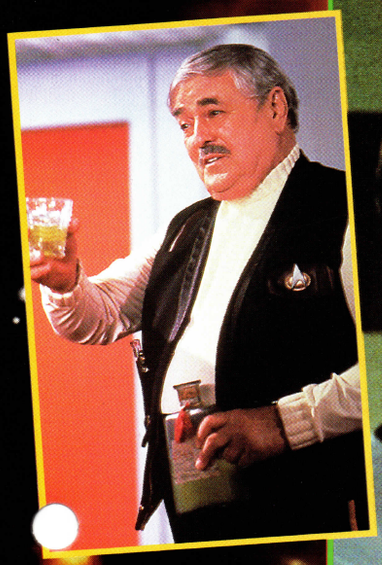

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Jumping 75 years into the future

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Profile on Picard
Early years of his career

Planet Bersallis III
Home to deadly firestorms

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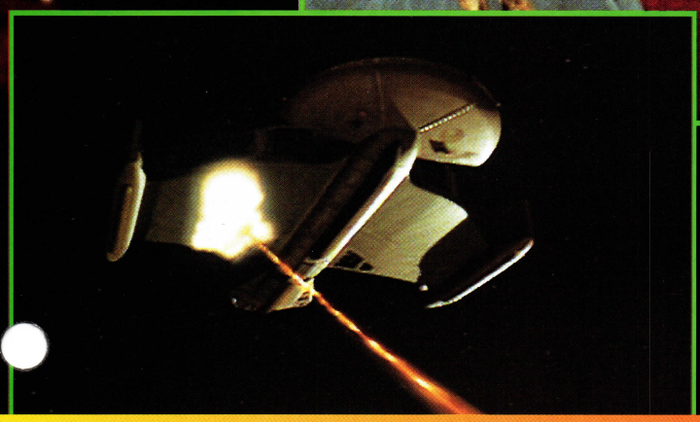

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STAR TREK

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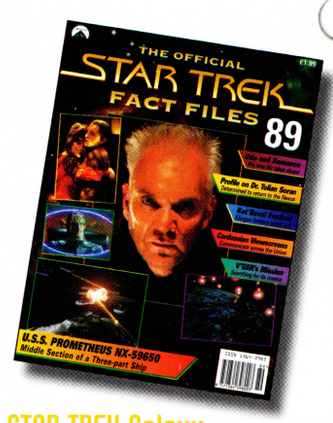

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Published by GE FABBRI Ltd.
Elme House
133 Long Acre
London WC2E 9AW

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179 Dalling Road
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Special thanks to Michael Okuda, Denise Okuda, Rick Sternbach, and the Art Departments for the current STAR TREK series

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Printed in Great Britain by Southernprint Ltd & Waddington Chorleys PFB Ltd
Trade distribution by DDL (Tel. 0171-221 8855)
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The Guide to the STAR TREK Galaxy

FILE 4 CARD 16

STAR SYSTEMS

BERSALLIS III

STAR SYSTEMS

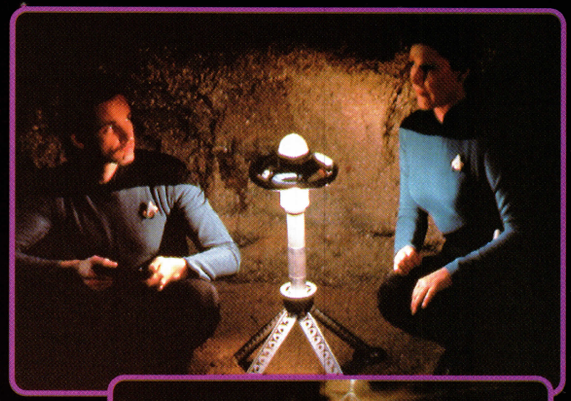
The third planet of the Bersallis system is home to some of the most spectacular and dangerous atmospheric phenomena in the Federation.

The **Bersallis system** is home to a small-scale **Federation** outpost on the third planet; this desert world has a largely barren landscape made up of rocky rust-red and orange promontories and mesas, bordering open sandy plains. This coloration suggests the possibility of large quantities of iron oxides and metallic ores in the planet's makeup, similar to worlds such as **Vulcan**, **Mars**, and **Ceti Alpha V**.

The skies of Bersallis III are dark blue, an effect most likely caused by large quantities of sand and dust particles whipped up into the atmosphere by the high winds typical of the planet. Bersallis III's atmospheric composition is **Class-M**, a breathable mix of oxygen, nitrogen, and carbon-dioxide capable of supporting unprotected humanoids, but the otherwise benign skies hide deadly weather patterns that are capable of scouring the planet's surface with high-speed winds and sandstorms that carve out the towering rock formations dotted across the surface. The atmosphere also carries a notably high level of energetic plasma particles, possibly generated by interaction between Bersallis III's magnetic field and the exotic minerals in its composition.

Dark skies

The Bersallis system's sun is a variable flare star that cycles through a series of increasingly powerful internal energetic events until it finally unleashes a solar flare of a magnitude capable of reaching the third planet. The effect of these particle emissions from the Bersallis sun is a reaction with the high-energy plasma present in the planet's



When the Bersallis firestorms arrive early in 2369, the U.S.S. ENTERPRISE crew members are called in to evacuate the Federation colony before the storms strike the outpost.

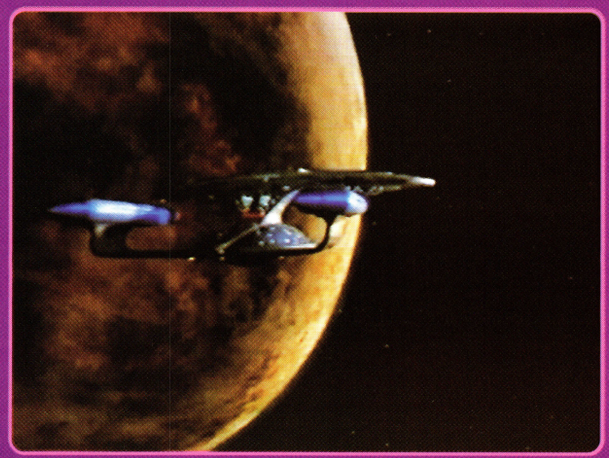
When Neela Daren finds herself trapped, she suggests the use of thermal deflectors to divert the deadly heat of the Bersallis firestorms.

PLASMA STORMS

Dangerous places

The Bersallis firestorms are caused by an energetic reaction in the planet's lower atmosphere, when solar flare radiation from the Bersallis star creates particle emissions that cause a cascade effect with high-energy plasma. The sun is a radiative variable with a seven-year flare cycle. Similar phenomena include the plasma geyser on Melnos IV and the firefalls of Gal Gath'thong on Romulus; a violent plasma reaction in the lower atmosphere was also responsible for the destruction of planet Indri VIII. Plasma storms also exist outside of planetary atmospheres, in areas such as the Badlands, near the Federation-Cardassian Demilitarized Zone, and the Denorios Belt in the Bajor system. A violent plasma disruption also forces a temporary evacuation of space station *Deep Space Nine* on Stardate 47182.1.

Planet	Bersallis III
Class	M
Quadrant	Alpha
Inhabitants	643 Federation colonists
Primary star	Bersallis
Surface	Rocky desert
Atmosphere	Oxygen/carbon dioxide
Moons	Unknown
Important Features	The outpost on Bersallis III is a small facility situated on an orange-hued, rocky landscape on one of the world's major continents. The colony contains several standard facilities, including a communications and transporter station, a small infirmary, and numerous science labs dedicated to researching and cataloguing the planet's ecosphere.
Starship Log	STAR TREK: THE NEXT GENERATION 'Lessons'



From orbit, Bersallis III appears as a lifeless sphere of rock and sand. But the planet's unremarkable appearance hides its spectacular landscapes and dangerously beautiful weather phenomena, the Bersallis firestorms.

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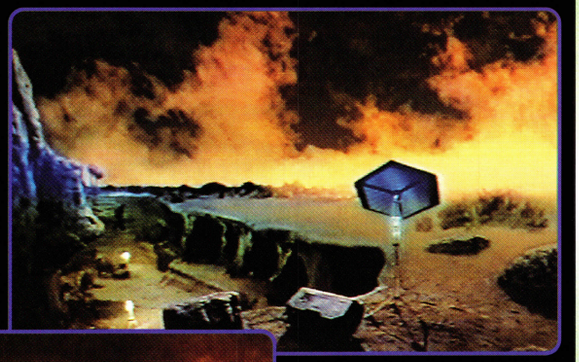
BERSALLIS III

STAR SYSTEMS

STAR SYSTEMS

The landscape of Bersallis III is dominated by rocky outcrops. Rocky ridges border the large desert areas on the planet's surface.



The incredible power of the Bersallis firestorms is enough to lay waste to any unprotected buildings.

Thermal defectors must be linked in series to divert the storms away from personnel areas.

atmosphere, creating the so-called **Bersallis firestorms**; the plasma is ignited by the energy discharge and swept across the planet by the winds generated by the temperature differentials. The Bersallis sun cycles through its flare process once every seven years, making the accompanying firestorms a regular occurrence – however, given the temperamental nature of stellar activity, the exact time of maximum flare activity and subsequent firestorm ignition cannot be precisely predicted.

Fire in the sky

Once the firestorms begin their sweep across Bersallis III's deserts, the rolling sheets of burning gas and plasma can be seen approaching for miles, and the high winds that carry them are notorious for their ability to vary radically in speed and direction at a moment's notice. The storms also generate a significant amount of atmospheric ionization, enough to dampen the capabilities of Federation **transporter** technology.

Previously measured firestorms on Bersallis III have been known to force wind velocities of over 200 kilometers per hour, nearly twice Gale Force 12, the registered maximum of the Terran Beaufort wind scale; temperatures within the wavefront of the firestorms have been known to reach as high as 300 degrees Centigrade. The abnormally strong storm encountered on Bersallis III on **Stardate 46693.1** by the crew of the ***U.S.S. Enterprise NCC-1701-D*** breaks all previous records.

Isolated outpost

The Federation colony on Bersallis III, designated **UFP Post 82985**, is a small outpost station with a population of 643 personnel; the exact duties of the colonists vary, but it is likely that their number includes geological and astrophysical experts. The outpost's facilities appear to be fairly basic, but do include a small-scale infirmary, as well as transporter and long-range communications equipment.

Storm warning

In 2369, the Bersallis firestorms ignite a full four standard months before their predicted occurrence, and the Bersallis III outpost contacts the *Enterprise* to help examine and record the storm's progress. However, the 2369 storm does not exhibit the same behavior as previously recorded storms, and begins to build in strength and intensity to a level where the safety of the colonists and the outpost is put under serious threat.

While the colonists are being safely transported up to the *Enterprise*, crew member **Lieutenant Commander Neela Daren** suggests the use of several **thermal deflector** units as a means to divert the firestorms and hold off their effects until the evacuation can be completed. A total of six units are deployed in order to protect the outpost, and while all the colonists are successfully rescued, eight *Enterprise* crew members lose their lives in the process, including a member of Daren's team. Daren and the remaining survivors escape death by using **phasers** to create resonant disruptions in the deflector field to protect themselves from the flames.

GALAXY FACTS

- **The *U.S.S. Enterprise* is diverted from its planned rendezvous with another starship, the *U.S.S. Havana*, in order to evacuate the Bersallis colony.**
- **The Bersallis firestorms are known to create windspeeds in excess of 200 kilometers per hour.**
- **Temperatures at the center of the firestorms can reach as high as 300 degrees Centigrade.**

ESCAPING THE FLAMES

Evacuation

The early arrival of the firestorms on Bersallis III soon becomes a problem when the phenomenon increases in speed and force to abnormally high levels, twice as strong as any storm previously encountered; the *U.S.S. Enterprise* is called upon to evacuate the entire population of 643 colonists before the stormfront hits. The extreme weather conditions are predicted to be harsh enough to break through the reinforced and insulated buildings of the outpost, but transport of the colonists from the surface is further complicated when the storms strike sooner than expected and the resultant ionization effects interfere with the transporter system, limiting the numbers able to beam up. The dangerous weather conditions mean that use of shuttlecraft is impossible, but all colonists are eventually transported to safety.

Geordi La Forge works on the U.S.S. ENTERPRISE's transporter systems in an attempt to bypass the ionization effects of the firestorms.

Dr. Beverly Crusher is called upon to supervise the transport and rescue of nine patients from the Bersallis III outpost's infirmary.

The Guide to the STAR TREK Galaxy

FILE 18 | CARD 55

OTHER GROUPS AND RACES

THE WADI

OTHER GROUPS AND RACES

The official delegation to *Deep Space Nine* from the Gamma Quadrant comes not for first contact with the Federation, but for the excitement and challenges of the gaming tables. For the Wadi, games of chance are a way of life.

The Wadi sport elaborate markings on their foreheads and wear brightly colored metallic clothing of silver, red, and blue; it is their fashion to wear their hair long.

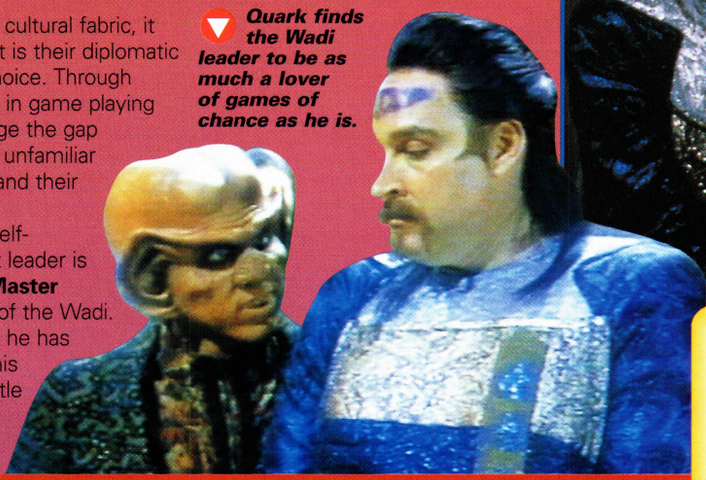
The **Gamma Quadrant** race to come through the **Bajoran wormhole** with the intention of making formal contact with the **Alpha Quadrant** are the **Wadi**, a humanoid race with a passion for gambling. Their inspiration to visit ***Deep Space Nine*** is not trade, diplomacy or adventure, but the thrill of betting at the **dabo tables** in **Quark's bar**.

In appearance, the Wadi are slightly taller than the average human. Wadi men wear their hair long with the front pulled back from their face; the women also have long hair, but they wear it high on their heads. Both sexes' foreheads are adorned with a series of colored symbols, each differing in color and shape. They wear elaborate one-piece outfits with close collars that vary in color, but are all trimmed with silver, gold, or both. The whole suit has a metallic sheen.

Games people play

Given a choice between diplomatic protocol and playing a new game, the game will win hands down every time. The Wadi have no patience for introductions and do not share the **Federation**'s formal respect for first contact with a new species. Because gaming is such an integral part of the Wadi cultural fabric, it appears it is their diplomatic tool of choice. Through engaging in game playing they bridge the gap between unfamiliar cultures and their own.

Their self-confident leader is **Falow**, **Master Surchid** of the Wadi. It is likely he has earned this exalted title based on his skills



Quark finds the Wadi leader to be as much a lover of games of chance as he is.

INTO ANOTHER QUADRANT

Visitors

The Wadi are the first Gamma Quadrant race to make a journey through the Bajoran wormhole for diplomatic purposes. As soon as they have docked at *Deep Space Nine*, they are drawn immediately to Quark's bar and its gambling tables, with games such as tongo, dom-jot, and dabo. But after Quark attempts to cheat them, the Wadi force him to play one of their games, called chula. As well as seeking excitement and pleasure in the casino, the Wadi also come to *Deep Space Nine* to trade, bringing items such as alpha-currant nectar and stick-like artifacts called "klon peags".

While gaming is their first and biggest pleasure in life, the Wadi are also traders, bringing unique items such as gemstones, artifacts, and beverages from their homeworld.

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SPECIAL FACILITIES.....File 66

Designation	Wadi Homeworld
Class	M
Quadrant	Gamma
Inhabitants	Humanoid
Government	Unknown; possibly a male-led hierarchy of 'Masters'.
Environment	The Wadi are able to function normally in a Class-M environment.
Features	The Wadi place a high value on gaming as a means of play, and also of interaction. They are a hedonistic people, who enjoy all forms of gameplay.
Laws	The Wadi impose penalties on anyone who cheats at games.
Starship log	STAR TREK: DEEP SPACE NINE 'Move Along Home'

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THE WADI

▲ *As a race, the Wadi are all quite tall. Males and females are both several centimeters taller than Earth humans.*

▶ *Male Wadi have blue-black facial markings, and wear their hair in long braids with no other visible decoration.*

as a gamer; he is the only Wadi who communicates directly with those aboard *Deep Space Nine* and does so with the panache of a carnival barker. Little else is known about Wadi governmental structure.

Wadi blood runs thick with passion and skill for gambling, and the rules of a new game come quickly and easily to them; it is possible they travel to various gaming venues throughout the Galaxy in search of new sources of fun.

Fun and games

When it comes to gaming, the Wadi are collaborative, traveling as a group, and support each other no matter what side of the wagering they are on. They are enthusiastic about playing games of all types, and are especially skillful in dice-based games. They also enjoy games of strategy, as long as there is a wager to be made.

Laughter and a festive spirit come easily to the Wadi people. They revel in the delicate balance between winners and losers, life and death. It appears that the Wadi truly understand that "life is a game". Hedonists at heart, game playing and gambling is about as serious as business gets for the Wadi, it is the focal point of their lives, and they play fairly or, not at all. When confronted with a new game they play with passion and endurance and are happy to abide by house rules. If the Wadi are cheated by their hosts, they don't hesitate to retaliate. They exhibit no compunction immersing their hosts in an elaborate game called **chula** where one appears to play for the lives of their friends and colleagues.

▲ *Female Wadi have reddish-brown facial markings across their temples.*

Expert players

Wadi are extremely self-confident in their gaming skills and possess a high level of trust in their gaming instinct. They are known to gamble with some of the most coveted objects in their culture, such as **alpha-currant nectar**, a priceless delicacy, orange in color, served from a beautiful wood-like bottle with a gracefully curved metal tip. Considered sublime to the Wadi, it tastes horrible to those unfamiliar with it. **Klon peags**, stick-like objects approximately 20 centimeters in length that are kept in beautiful wooden boxes, are also wagered, possibly as currency like poker chips or bars of **latinum**. The Wadi seem quite attached to klon peags, constantly handling the sticks while wagering with them. A dazzling array of gems may also be wagered, but they seem to lack hedonistic allure for the Wadi and are not their wager of choice.

Quark makes the mistake of cheating the Wadi after they win at his dabo tables; seduced by a wager of rare gems, he soon finds himself out of his league, playing the unfamiliar game of chula with what appears to be the lives of **Commander Sisko**, **Kira Nerys**, **Doctor Bashir**, and **Jadzia Dax** at stake. He loses all his pieces, but it was truly only a game; no-one was ever in any real danger.

GALAXY FACTS

- **The Vulcans are the first Alpha Quadrant race to make contact with the Wadi; their ship encounters the race three weeks previously.**
- **The *Deep Space Nine* crew don their dress uniforms to meet the first official delegates from the Gamma Quadrant.**
- **Quark tries to interest the Wadi in a dabo franchise for the Gamma Quadrant.**

HIGH STAKES GAMBLE

Games without frontiers

The Wadi enjoy a game known as chula that requires the strategic thinking of 3-D chess and the luck of dabo. Make all the right moves in a game and you can expect to win jewels or a set of klon peags; make one wrong move, and you lose it all.

The game board is a triangular, towering, three-dimensional configuration of pathways. When game pieces are placed on the board, living counterparts are transported into the labyrinth it represents. The rules are learned as the player goes along, adding to the challenge.

▲ *The Wadi game of chula is an advanced device that appears to contain variants of holodeck and transporter technology. A primary player is called upon to choose moves that the secondary players inside the game will execute.*

▶ *Forced to play their way through the bizarre Wadi game, Dax, Kira, Sisko, and Bashir move through a series of challenges including poison gas, energy blasts, forcefields, a rockslide, and a sheer drop into darkness. As Quark moves tokens denoting each person, the players are sent from test to test.*

TYPE:
CONSTITUTION-CLASS STARSHIPS

SYSTEM:
VESSELS

BRIEFING:
CONSTITUTION-CLASS FLEET LISTINGS

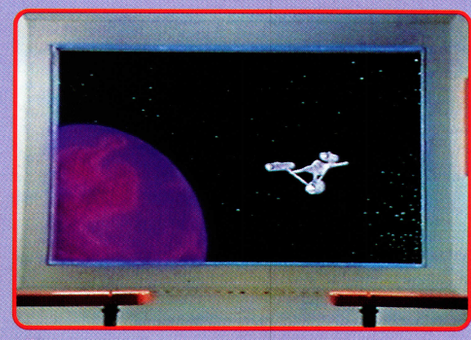
U.S.S. EXETER

The crew of the ***U.S.S. Exeter*** are wiped out in 2268 when **Captain Ronald Tracey** returns from a landing party mission to the planet **Omega IV** carrying a deadly virus picked up from the atmosphere. Left over from a biological war that devastated the planet centuries earlier, the virus kills the entire *Exeter* crew, reducing them to dehydrated white crystals. The only survivor is Captain Tracey, who beams back down to Omega IV thinking that the planet holds the secret of eternal life.

Tracey causes a serious breach of the **Prime Directive** by arming one of the planet's warring factions with **phasers** before he is apprehended by **Captain Kirk** and the crew of the ***U.S.S. Enterprise***.

Ship's registry: ***NCC-1672***
Starship Log: 'The Omega Glory' [TOS]

Captain Ronald Tracey mistakenly believes that the atmosphere of planet Omega IV grants eternal life.



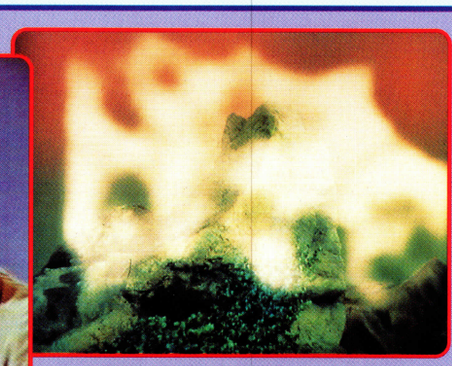
The U.S.S. ENTERPRISE discovers the derelict U.S.S. EXETER in orbit around Omega IV. The ship's entire crew have been killed by a virus brought up from the planet, a remnant of a devastating biological war centuries earlier.

U.S.S. FARRAGUT

In 2257, 200 members of the ***U.S.S. Farragut***'s crew, including **Captain Garrovick**, are killed by the **dikronium cloud creature** at the planet **Tycho IV**. One of the few survivors of the encounter is then-**Lt. James T. Kirk**; the *Farragut* is his first posting after leaving **Starfleet Academy**.

Ship's registry: ***NCC-1647***
Starship Log: 'Obsession' [TOS]

James T. Kirk is one of the few survivors of the dikronium cloud creature's attack. Years later, he serves with Ensign Garrovick, whose unfortunate father died in the incident.



The dikronium cloud creature causes the deaths of 200 crew members aboard the U.S.S. FARRAGUT, including the ship's captain.

U.S.S. HOOD

The ***U.S.S. Hood*** is one of the ships that participates in the **M-5 multitronic computer** wargames simulation. Luckily, it is able to escape major damage when the computer malfunctions and fires indiscriminately at the other vessels involved.

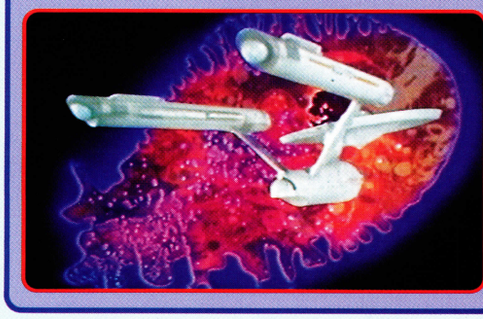
Ship's registry: ***NCC-1703***
Starship Log: 'The Ultimate Computer' [TOS]

Luckily, the U.S.S. HOOD NCC-1703 escapes serious damage when fired on by the U.S.S. ENTERPRISE. Of the four vessels under attack, one is completely obliterated and another badly damaged.

U.S.S. INTREPID

After suffering damage in an **ion storm** in 2267, the ***U.S.S. Intrepid*** undergoes extensive repairs at ***Starbase 11***, but is destroyed the following year near the **Gamma 7** system by a giant spaceborne amoeba surrounded by an energy-draining field.

Ship's registry: ***NCC-1631***
Starship Log: 'Court Martial', 'The Immunity Syndrome' [TOS]



The crew of the U.S.S. INTREPID, entirely composed of Vulcan personnel, are killed instantly when the starship is absorbed into the body of a massive space organism that later attacks the U.S.S. ENTERPRISE.

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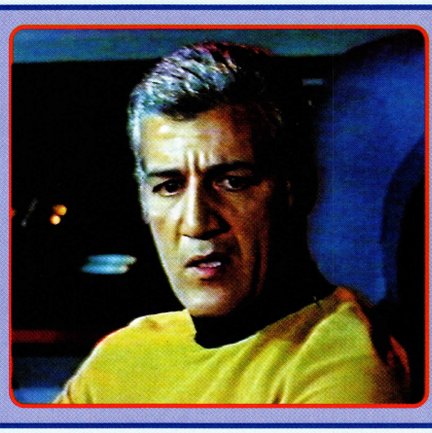
CONSTITUTION-CLASS STARSHIPS

U.S.S. LEXINGTON

The ***U.S.S. Lexington*** is damaged when it is fired on by the ***U.S.S. Enterprise*** during the disastrous testing of the **M-5 multitronic computer system**. Thankfully, the experience and quick thinking of the *Lexington*'s commander, **Commodore Robert Wesley**, prevents the casualty count from rising.

Ship's registry: ***NCC-1709***
Starship Log: 'The Ultimate Computer' [TOS]



Commodore Robert Wesley commands the fleet of ships sent to simulate an attack on the U.S.S. ENTERPRISE.

The LEXINGTON takes several hits from the U.S.S. ENTERPRISE, under the control of the M-5 computer; 53 crew members are killed in the attack.

U.S.S. POTEMKIN

The ***U.S.S. Potemkin NCC-1657*** is another of the four ships that take part in the wargames to test the **M-5 multitronic computer system**. Unlike two of its sister ships, it does not suffer serious damage when the computer forces the ***U.S.S. Enterprise*** to fire at it.

The *Potemkin* encounters the *Enterprise* in more peaceful circumstances in 2368, when it is due to rendezvous with the ship at the **Beta Aurigae system** to study gravitational influences. The mission is interrupted when **Dr. Janice Lester** takes over **Captain Kirk**'s body aboard the *Enterprise*.

Ship's registry: ***NCC-1657***
Starship Log: 'The Ultimate Computer' [TOS]

U.S.S. REPUBLIC

James T. Kirk and **Ben Finney** served together aboard the ***U.S.S. Republic*** during the 2250's. Kirk once discovered that Finney had forgotten to close a circuit to the **atomic matter piles** aboard the ship and reported the incident, ruining Finney's chances of promotion. Finney holds a grudge against him for many years, and eventually tries to frame him for murder.

Ship's registry: ***NCC-1371***
Starship Log: 'Court Martial' [TOS]

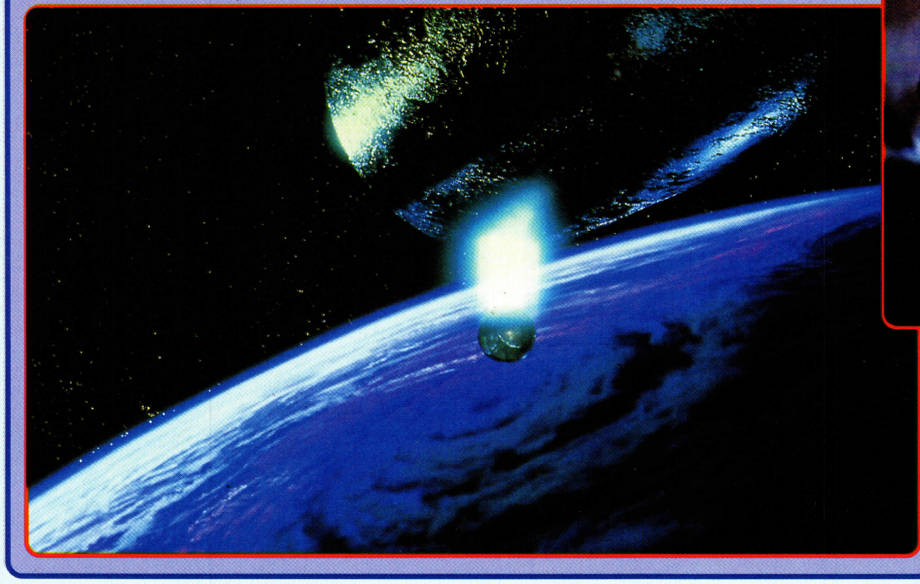
Ben Finney believes that Kirk is responsible for ruining his career by reporting an incident of his negligence aboard the U.S.S REPUBLIC.

U.S.S. YORKTOWN

In 2268, the ***U.S.S. Yorktown*** is involved in a mission to ferry vital medical supplies to planet **Theta VII**. The mission is interrupted when the ***U.S.S. Enterprise***, the ship to which the *Yorktown* is supposed to deliver the vaccines, engages the **dikronium cloud creature**, but the mission is eventually completed successfully.

Two decades later, under the command of **Captain Joel Randolph**, the *Yorktown* is disabled by the alien ***Cetacean probe*** that approaches **Earth** in 2286; Captain Randolph and his crew are forced to rely on the deployment of a makeshift solar sail, rigged by the ship's chief engineer, to provide emergency power.

Ship's registry: ***NCC-1717***
Starship Log 'Obsession' [TOS]; ***Star Trek IV: The Voyage Home***



Captain Joel Randolph sends a subspace mayday message to Starfleet Command on Earth after the alien CETACEAN PROBE renders the U.S.S. YORKTOWN powerless.

On its approach through the Alpha Quadrant toward planet Earth, the energy-damping field effect of the approaching CETACEAN PROBE damages several Federation starships that give an unacceptable reply to its communications.

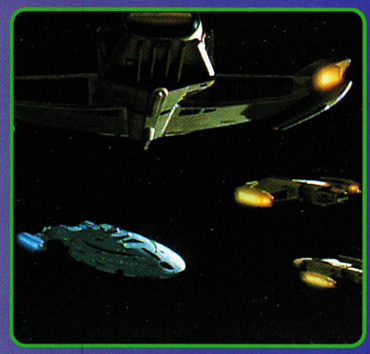
FILE 40 OTHER STARSHIPS

The Nerada

Encountered on Stardate 50732 by the crew of the *U.S.S. Voyager NCC-74656*, the *Nerada* is a combat ship of the Nasari race, sworn enemies of the Taresians.

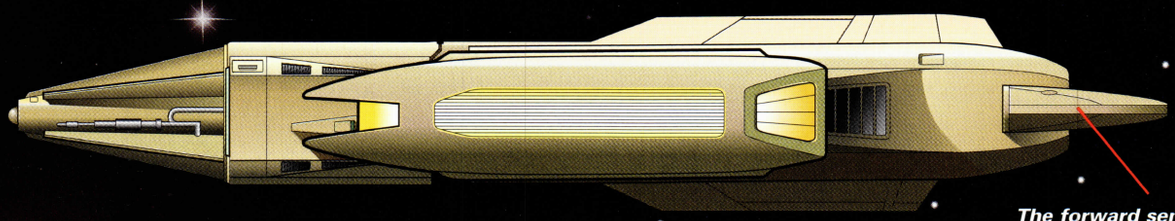
The ***Nerada*** is a typical example of the small interstellar vessels utilized by the **Nasari** species as patrol and interception craft; the ship is one of many used in an ongoing blockade and war of attrition between the Nasari and their neighbors, the **Taresians**. The Nasari appear to be in conflict with the Taresians due to their enemy's extreme and complex method of genetic reproduction and diversification, by the capture and DNA-modification of humanoid males. It is likely that the Nasari were once victims of the Taresian's gene-stealing, despite their reptilian appearance and the more human nature of the Taresians, and that they have since instigated a continuing lethal blockade of

SEE OTHER FILES...
OTHER GROUPS & RACES.....File 18
U.S.S. VOYAGER.....File 29
STAR TREK: VOYAGER.....File 71



After making an initial, unsuccessful attack alone, the NERADA returns to assault the U.S.S. VOYAGER NCC-74656 with two more Nesari vessels of a similar style.

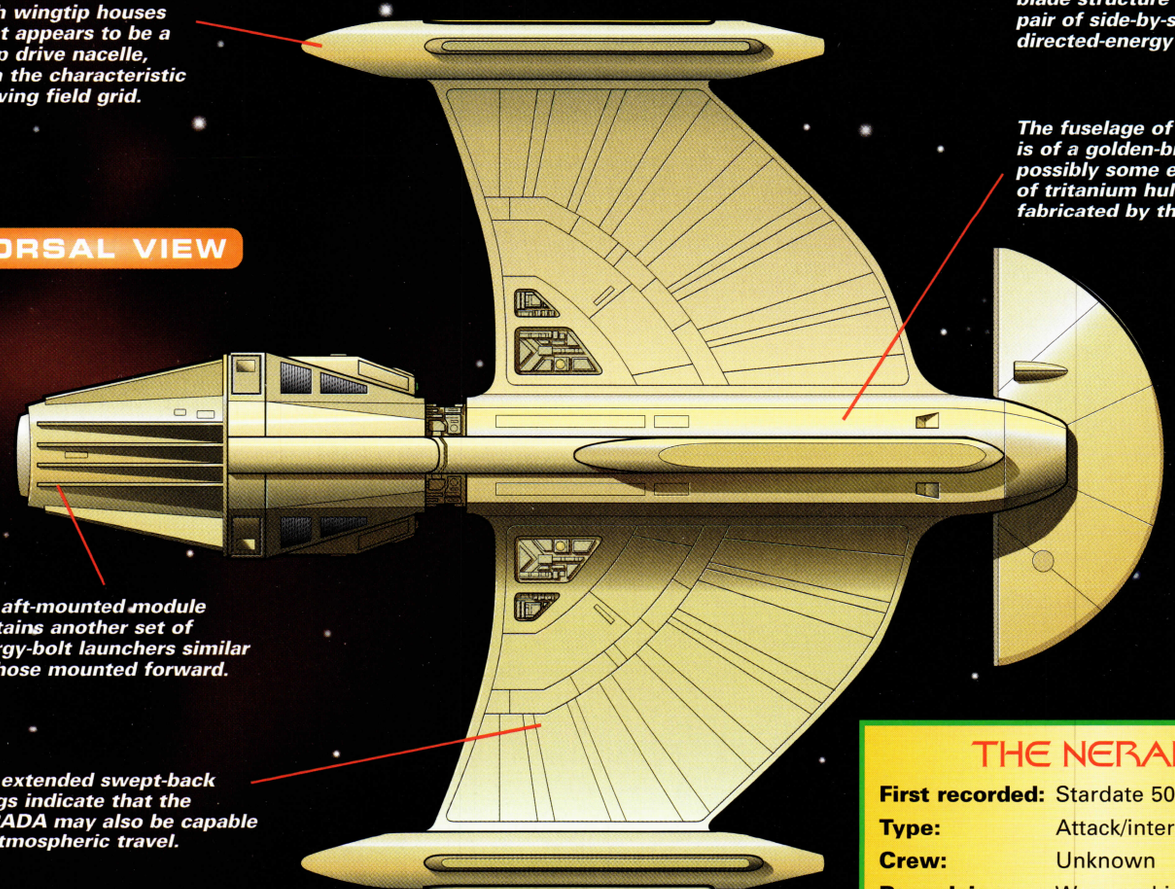
STARBOARD VIEW



Each wingtip houses what appears to be a warp drive nacelle, with the characteristic glowing field grid.

The forward semicircular blade structure contains a pair of side-by-side mounted directed-energy projectors.

DORSAL VIEW



The fuselage of the NERADA is of a golden-bronze color, possibly some exotic variant of tritanium hull metal fabricated by the Nasari.

The aft-mounted module contains another set of energy-bolt launchers similar to those mounted forward.

The extended swept-back wings indicate that the NERADA may also be capable of atmospheric travel.

THE NERADA

First recorded:	Stardate 50732
Type:	Attack/interceptor craft
Crew:	Unknown
Propulsion:	Warp and impulse drives
Features:	Standard shields
Firepower:	Twin front and rear weapon arrays
Length:	Unconfirmed

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The Nerada

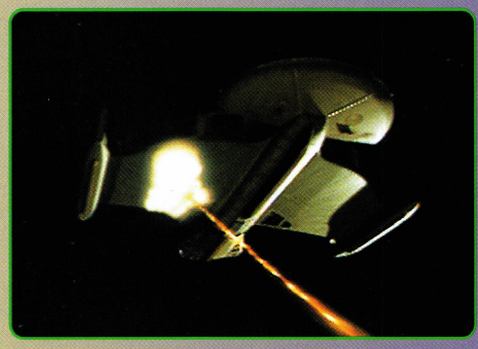
the planet **Taresia**. The Nasari continue to scan any vessel approaching Taresian space and if their sensor systems – which are highly sophisticated and capable of extreme accuracy in genetic scanning – detect any life forms aboard that correspond to Taresian DNA types, even in the smallest of degree, the craft is immediately intercepted and targeted for destruction.

Nasari combat tactics

Once a ship transporting a Taresian is detected, a craft such as the *Nerada* will be dispatched to waylay the designated enemy. The Nasari ships usually travel alone, and their small size, relative swiftness, and maneuverability in comparison to larger vessels such as the ***Intrepid***-class ***U.S.S. Voyager NCC-74656*** is used as a combat advantage when the attack begins. In order to lull the intended target into a false sense of security, the captain of the ship hails the vessel with a friendly greeting message, as the *Nerada*'s commanding officer **Captain Alben** does when he intercepts *Voyager*. While this is taking place, a powerful **tetryon** surge is generated. These **subspace** particles are highly unstable in normal space and can be lethal in large doses, but can also be interpreted as a by-product of an incorrectly balanced **warp field**.

This is therefore the perfect energy 'smokescreen' to hide the power surge that occurs when a weapons array is activated. The tetryon surge is used to arm and fire the *Nasari* ship's weapons before the target ship has time to raise shields. The ship then opens fire and destroys the unprepared target vessel with one or both of its directed energy batteries, which are arranged in pairs in the forward blade-shaped section and the diamond-shaped aft module. The *Nerada*'s weapons are believed to be some form of coherent energy, analogous to the constant beam produced by a **phaser** or a **phase disruptor** grid. If, as in the case with the *Nerada*'s attack on *Voyager*, the target ship is sufficiently forewarned or able to drive off the Nasari ship, the lone interceptor will retreat to a safe distance and await reinforcements, typically two or three more craft of a similar size and configuration.

Other system capabilities displayed by the *Nerada* and similar ships in its class are standard forms of **warp drive** and impulse engine technology comparable with **Federation** performance specifications; the starship also has a typical 'bubble'-effect shield system that is more than capable of absorbing the energy of



several direct phaser hits. The *Nerada*'s weapons are fast to recharge and it is theorized that a sustained barrage from them would be more than sufficient to break down and disable **Starfleet** standard shields. Given the somewhat aerodynamic lifting-body design of the *Nerada*, it is possible the craft may be capable of flight within a planetary atmosphere.

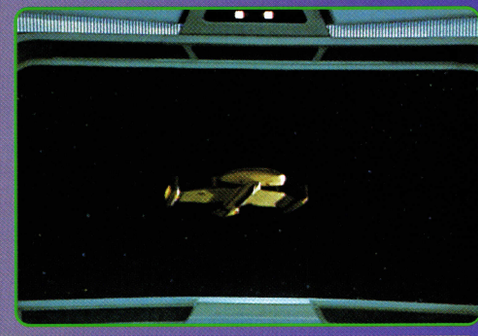
Conflict with the Taresians

The Nasari make it clear that they are only out to kill Taresians and have no quarrel with any other species who seek passage through their space. However, they have no hesitation about using deception and stealth, or opening fire on any vessel that has a Taresian aboard without warning, even if it is only one being carried among hundreds of others. It is clear, however, that the Nasari are at a lower level of technology than their enemy, given that three of their craft are easily driven off by just a single Taresian orbital patrol vessel; the crew of *Voyager* witness such an engagement during their arrival in Taresian space when the Nasari ships are disabled within seconds by one lone patrol craft. It also appears that the Nasari are unable to penetrate the **polaron** energy grid that the Taresians' orbital satellite network is capable of generating.

With a direct confrontation and invasion not being the best course of action, the Nasari continue to strike at the only remaining targets of opportunity left open to them, the Taresian 'children' (actually humanoid males secretly implanted with Taresian DNA and genetic imperatives) who feel compelled to 'return' to what they believe is their home planet. Once there, their non-Taresian genes are then fatally taken from them by force by the natives, and used to nucleate massive amounts of Taresian genetic material to create new embryos for future births.

The Nasari ship NERADA is capable of masking the charging of its weapons systems by using a high-energy tetryon surge, which makes the craft appear to be unarmed and defenseless.

The NERADA is commanded by Captain Alben, of the Nasari. Alben seems willing to use whatever means are necessary to attack and destroy craft 'returning' to Taresia.



The NERADA is a small craft, around one-fifth the length of the U.S.S. VOYAGER. Its shield systems are capable of weathering several direct hits by Federation phaser batteries.

The Nasari launch a massed attack on VOYAGER, as they believe a Taresian native is on board the ship. The Nasari attempt to destroy all ships entering Taresian space.

VOYAGER penetrates the polaron energy grid surrounding the planet Taresia. The gird is an excellent last line of defense; Nasari ships such as the NERADA lack the shield capability to breach it, and must remain outside. They are only able to strike at passing craft, not at the planet itself.

The Taresians defend the orbital space around their homeworld with swift patrol ships; the Nasari vessels are no match for these ships' weapons, and are quickly and easily disabled.

Jean-Luc Picard: Starfleet Officer

One should not judge **Captain Jean-Luc Picard** only from the zenith of his career on the ***U.S.S. Enterprise NCC-1701-D***. His early **Starfleet** service and personal life were filled with brazen choices, bravado, and a lot of good luck.

The **"Johnny" Picard** who graduated from **Starfleet Academy** in 2327 was a very different man to the one who would eventually become captain of the ***U.S.S. Enterprise NCC-1701-D***. He describes himself in those days as "an arrogant, undisciplined young man with far too much ego and far too little wisdom".

The young Ensign Picard was a handsome young man, with a full head of straight, brown hair. He looked good in a uniform, and knew it. Known for his antics, he sought out adventure, and this often included starting fights. However, his innate common sense was not as far from the surface as it might first have seemed. His brush with death on ***Starbase Earhart***, during which he needed a replacement heart after a fight with a **Nausicaan**, helped him to realize the importance of every moment. At this time in his life, he was quick to react, but his lack of fear and hesitation was part of what would one day make him a good captain. All he needed at this stage was the experience that would soon come from serving on a starship.

Stargazer days

Early in his career, Picard was assigned to the ***Constellation***-class ***U.S.S. Stargazer NCC-2893***.

Picard's command potential was obvious from very early on in his career, and several incidents suggested that he had the ability to go all the way to the top, such as the time when he led an away team on **Milika III**, during which he saved an ambassador from an assassination attempt. Also during his time as a young lieutenant, he attended the wedding of **Ambassador Sarek**'s son, and was awestruck to meet such a famous and influential man.

Picard's first experience of the captain's chair came in the heat of battle. He took charge of the *Stargazer* bridge in 2333, when his captain was killed, and soon after he was offered command of the ship. At the age of just 28, he became one of the youngest starship captains in **Starfleet** history.

During more than 20 years as captain on the *Stargazer*, Picard saw action in the many conflicts with **Cardassia**, including when he was sent to offer preliminary overtures to a truce. Finding himself without impulse engines,

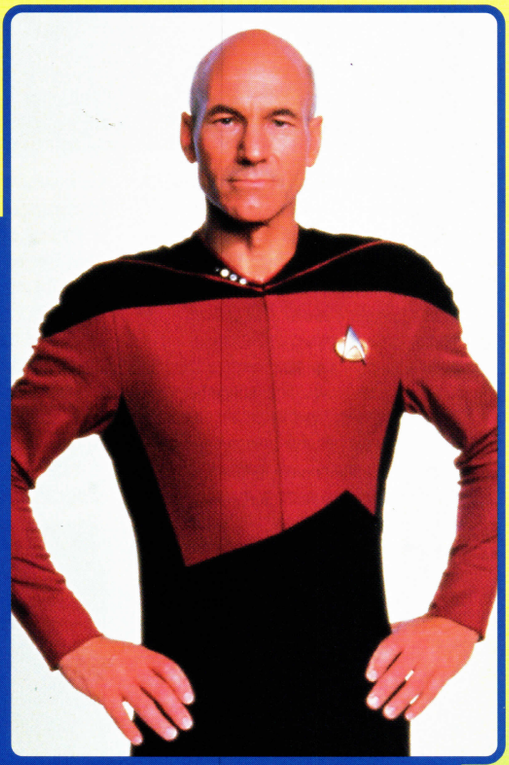
PROFILE OF AN OFFICER

NAME: Jean-Luc Picard

BRIEFING: Starfleet career before the ***U.S.S. Enterprise NCC-1701-D.***

POSTINGS: Picard serves aboard the ***U.S.S. Stargazer*** for many years, developing his command skills as he leads away teams and gains experience. He is involved in conflicts with the Cardassians and the Ferengi.

REMARKS: Picard's first command was the ***U.S.S. Stargazer NCC-2893***; he took command of the vessel after the captain was killed during an attack.



Captain Picard's wisdom has been forged by his experiences over a long career in Starfleet, from the hot-headed ensign who lost his heart on his first posting to the young lieutenant who took charge of a starship when his captain was killed.

FRIENDS FOR THE FUTURE

★ Old mentor

As Picard's experience grew, he began to appreciate the wisdom of Boothby's advice.

★ Regrets

Picard never romanced the young Beverly Howard because of her love for his best friend.

★ Lost loves

Jenice Manheim had an affair with Picard when he was a young officer on leave in Paris. Afraid of commitment, he left without saying goodbye.

★ Charmer

As a young man, Picard had thick, brown hair and a lust for adventure.

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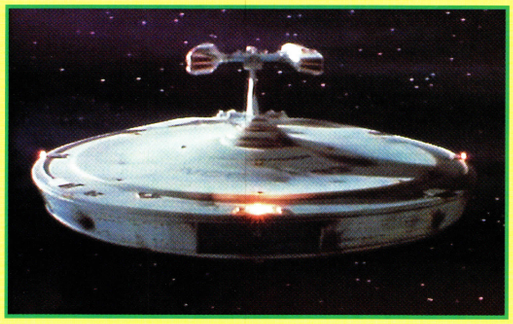
Jean-Luc Picard: Starfleet Officer



In command

Picard first took the captain's chair aboard the U.S.S. STARGAZER, assuming command when the ship's captain was killed. The appointment was made permanent soon after.

and without most of his weapons when a Cardassian warship attacked without provocation, he was forced to retreat at **warp** speed.

But while Picard's Starfleet record was impeccable, his behavior off the ship was often anything but. An enthusiastic lover, he often seduced women, and wasn't beyond making two separate dates with two different women on the same night. He was called 'dashing' by some, and 'friend' by others, but he put none of them before his career.

In 2342, Picard spent some time in Paris while on leave from the *Stargazer*. There he met a woman named **Jenice**; they had a serious love affair, but in the crucial moment of their relationship he was overcome with fear and left her waiting for him at the **Café des Artistes**. In 2346, he had a brief affair with **Miranda Vigo** of **New Gaul**, but this also came to nothing, although when he met her son years later, Picard admitted that he might be the child's father.

Friendship valued

Picard was not prepared to settle down, but his friendships were important to him. He remained friends with **Cortin Zweller** and **Marta Batanides** from his Academy days throughout his career, and though **Professor Richard Galen** regretted his former pupil's decision not to pursue a career in archeology, they also kept in touch until 2338.

In 2344, Picard met **Beverly Howard**, a medical student. The two were attracted to one another, but Beverly was already going out with her future husband, Picard's friend **Jack Crusher**, and for all his reputation as a womanizer, Picard knew where to draw the line. He never revealed until many years later that his feelings for Beverly went beyond mere friendship. The Crushers were introduced to each other by **Walker Keel**, a mutual friend of Jack Crusher and Picard with whom Picard also stayed in contact for many years.

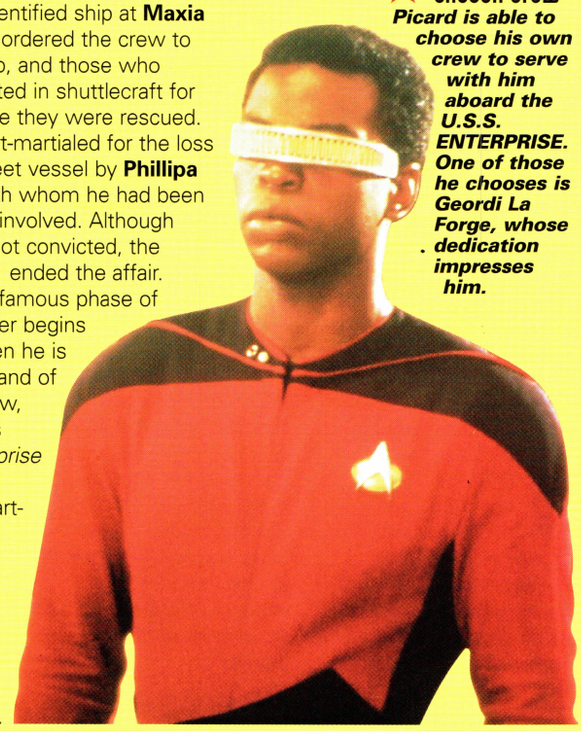
Picard counted Jack and Beverly Crusher as his closest friends, but tragedy struck when Picard ordered Crusher to serve on a doomed away mission. He was devastated when his friend was killed, and felt too guilty to act upon his attraction to Jack's young widow.

Picard's career suffered another blow in 2355, when the *Stargazer* was nearly destroyed in a battle with an unidentified ship at **Maxia Zeta**. Picard ordered the crew to abandon ship, and those who escaped drifted in shuttlecraft for weeks before they were rescued. He was court-martialed for the loss of the Starfleet vessel by **Phillipa Louvois**, with whom he had been romantically involved. Although Picard was not convicted, the court-martial ended the affair.

The most famous phase of Picard's career begins in 2363, when he is given command of the brand new, ***Galaxy***-class *U.S.S. Enterprise* With a new, state-of-the-art-ship, and a chance to choose his own crew, a whole new set of adventures begins again.

Chosen crew

Picard is able to choose his own crew to serve with him aboard the U.S.S. ENTERPRISE. One of those he chooses is Geordi La Forge, whose dedication impresses him.



> "I did what any good helmsman would have done. I dropped into high warp, stopped right off the enemy vessel's bow, fired with everything I had ..."
>
> — Captain Picard describing the Picard Maneuver

Tough decisions

During his first command Picard ordered his best friend to go on an away mission that proved fatal. Picard personally brought Jack Crusher's body home.

Early conflicts

By the time he becomes captain of the U.S.S. ENTERPRISE, Picard has 20 years of experience under his belt as captain of the U.S.S. STARGAZER, which was disabled by the Ferengi in 2355.

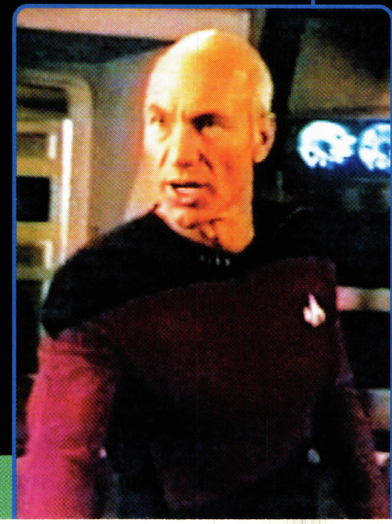
THE PICARD MANEUVER

Making history

Captain Picard's first command, the *U.S.S. Stargazer*, was lost at the Battle of Maxia. Picard's retaliation destroyed the attacking Ferengi ship in a famous tactic now known as the Picard Maneuver. The inventive captain accelerated his starship to warp speed and the effect made the ship appear, to the enemy, to be in two places at once. The Ferengi craft's sensors were momentarily baffled, allowing Picard to trick them with this illusion and to turn and fire upon their unsuspecting vessel. The maneuver is now required learning at Starfleet Academy.

The prosecution

Phillipa Louvois acted as the prosecutor at Picard's court martial for losing the U.S.S. STARGAZER. The case ended their affair.



Scotty in the 24th Century

A disoriented Captain Scott is rescued from a transporter after 75 years by the crew of the *U.S.S. Enterprise NCC-1701-D*. At first he is excited by the changes he sees around him, but he soon feels out of place and out of time.

In 2369, the ***U.S.S. Enterprise NCC-1701-D*** crew rescue **Captain Montgomery Scott** from suspension in a **transporter**, where he has been for 75 years following the crash of his transport vessel, the ***U.S.S. Jenolen NCC-200***. When the ship was caught in the gravity well of a ***Dyson Sphere***, 'Scotty' and **Ensign Matt Franklin** knew they did not have enough supplies to wait for a rescue, and so locked themselves into a diagnostic transporter cycle. As soon as Scotty is rescued, his first concern is for young Franklin. Sadly, only Scotty's pattern has survived intact enough to be retrieved.

Not many people could leap 75 years into the future and be instantly comfortable, and Captain Montgomery Scott is no exception. He finds the latest *Enterprise* a mix of wondrous advancements and baffling technological changes; it is a beauty with a good crew, but it isn't the same *Enterprise* he knew and loved. On this *Enterprise*, Scotty soon comes to feel that he is just in the way.

New technology

The moment he is beamed aboard, Scotty notices every minute difference, from the resonator array to the conduit interface in the corridors. At first, he's delighted by it all, tossing out questions to **Chief Engineer Geordi La Forge** almost faster than they can be answered. Everything is new and intriguing and, at least at first, La Forge is interested and impressed by Scott's ingenious understanding and use of the transporter technology.

Scotty's enthusiasm carries him to Main Engineering, where, in the spirit of camaraderie, and to keep himself occupied, he offers to help La Forge. But his decades of experience, as a chief engineer and a captain, make his questions sound more like advice, and he is dealing with engines that are very different to the ones that powered ships on which he has served before.

Scotty tells La Forge to phase-lock the **warp** fields within three percent or they'll become unstable, without knowing that the technology has changed. The more he discovers he doesn't know about the new engines on the *Enterprise*, the more obsolete he feels.

No longer needed

Eventually, La Forge loses his temper with Scotty's interference. Hurt, the former chief engineer points out that he was driving starships while La Forge's great grandfather was still in diapers. Frustrated, Scott leaves Engineering to try and find solace in a strong drink of Scotch.

Scotty discovers that the attitude among crew members has changed as much as the ship itself. When he first arrives, he delights in telling La Forge the story of how he survived the crash into the *Dyson Sphere*, but neither La Forge nor the other crew members seem to have the time to listen to his reminiscences. He finds himself as alone as he was

PROFILE ON CAPTAIN SCOTT

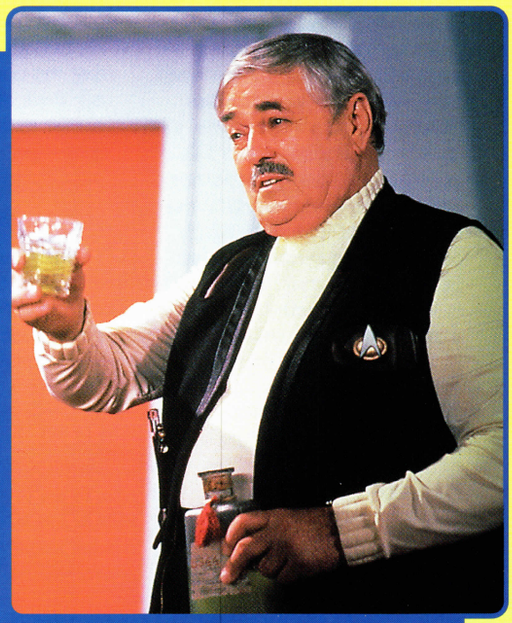
NAME: Montgomery Scott

STATUS: Starfleet captain, retired

BASED: Captain Scott intended to retire to the Norpin Colony at the time of his disappearance.

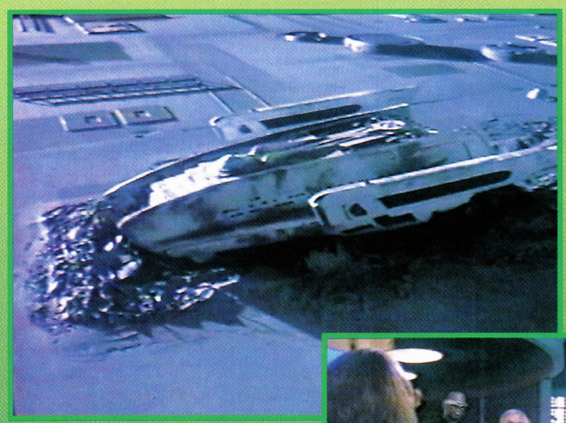
REMARKS: After spending decades caught in a transporter buffer, Captain Scott is rescued by the ***U.S.S. Enterprise NCC-1701-D***, a successor to the ship on which he spent most of his career.

FIRST SEEN [IN THE 24TH CENTURY]: 'Relics' [TNG]



Captain Scott has been at the top of his profession as a Starfleet Engineer for over half a decade. However, he feels his skills are obsolete after 75 years 'away'.

SCOTTY RESCUED



★ **Unfortunate collision**

When the U.S.S. JENOLEN was badly damaged in a collision with a DYSON SPHERE, Scott survived by suspending himself in the transporter's pattern buffer, where he remained for 75 years.

★ **Bar talk**

Scotty drowns his sorrows in Ten-Forward, with only Data making time to listen to his stories of past glories and engineering miracles.

★ **Return to Starfleet**

Captain Scott's pattern is retrieved from the transporter buffer and he materializes aboard the U.S.S. ENTERPRISE NCC-1701-D. But the changes that have occurred leave him feeling old and obsolete.

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Scotty in the 24th Century

"From what I can see, you've got a fine ship here, Mr. La Forge ... a real beauty. In fact, I must admit to being a little overwhelmed." — Scotty to Geordi La Forge

in the transporter beam.

Scotty's assigned quarters are large and luxurious, far removed from what he's used to. **Ten-Forward** is also a revelation, with its comfortable seats and fully equipped bar. Scotty remembers Scotch well, and he orders one eagerly, but the drink is barely palatable, and certainly like no Scotch he has ever had before; it is, in fact, **syntheh**ol. This is explained to him by **Data**, who baffles Scotty even more – first synthetic Scotch, now synthetic commanders. Fortunately for the despondent captain, Data offers him a non-syntheholic drink. Strong and alcoholic, it's just what Scotty needs. With the bottle of green alcohol in hand, Scotty finds his way to the **holodeck** and requests a recreation of his original *Enterprise*. In the computer generated fantasy, he can, for a time, journey back to the days when he knew the ship and the crew were his good friends.

The current *Enterprise* not only disorients Scotty, but appears to be a humiliating experience as well. He tells **Captain Jean-Luc Picard** that the original *Enterprise* is all he can think about. He describes it as similar to falling in love for the first time – you don't ever love another woman quite the same way.

Feeling his age

The thought of studying 75 years of technical advancements to catch up doesn't appeal to him. He has no interest in starting over again, like a cadet. For perhaps the first time in his life, he feels his age and how tired he is. He tells Picard that it's time to stop. He doesn't belong on the *Enterprise*. The holo-generated image of the original *Enterprise* may look like his home of many years, but he knows it is a fantasy and that he is just an old man trying to hide in it. **Starfleet** and the **Federation** were Captain Scott's life; now, he's obsolete.

Fortunately for Scotty, a crisis gives him the chance to once again prove his worth when the *Enterprise* is pulled inside the *Dyson Sphere* by an automated tractor beam. With La Forge's assistance, he salvages the wrecked *Jenolen* and, using a daring maneuver, saves the *Enterprise*. Being needed again revives Scotty the way no shot of genuine Scotch can. He begins to see the new *Enterprise* as the catalyst to revitalizing his interest in starships. The crew are no longer strangers, but friends with whom he has survived a crisis. Once this bond is established, he finds La Forge more than willing to exchange adventure stories.

Nonetheless, he realizes that the *Enterprise* is for a new generation of Starfleet officers who will have their own chances to explore the Galaxy; Scotty knows that his future lies elsewhere. He is offered a shuttle by Captain Picard, who tells him that though it is a little slow, it will get him to the **Norpin Colony**. But, revitalized by his time on board, he isn't interested in retirement anymore. He departs in the shuttle for parts and adventures unknown; he may end up at the Norpin Colony some day, but not just yet. As Scotty leaves the *Enterprise,* he tells La Forge that the ship is in good hands.

★ **Behind the times**
Scotty tries to make friends with a new generation of engineers. However, he finds his help unwanted and out of date. Chief Engineer Geordi La Forge is under pressure, and has no time to listen to his daring tales or take any advise he proffers.

★ **Still useful**
Scotty soon proves that while his experience may belong to another century, it is not completely outmoded. It is only thanks to his expertise that the ENTERPRISE is able to escape from the DYSON SPHERE.

★ **New life**
Scotty is given the permanent loan of a shuttlecraft by Picard; he is no longer interested in settling down on the Norpin Retirement Colony, and looks forward to new adventures.

SCOTTY ON THE HOLODECK

Redundant

Feeling worthless and unwanted after years of having people look up to him and trust him, Scotty recreates the original *U.S.S. Enterprise* bridge in the holodeck. Here, he can recapture his past glories and remember the friends with whom he shared his adventures. With the help of this fantasy and alcohol, he avoids his present dilemma and soothes his wounded pride.

★ **Nostalgic**
The familiar sights and sounds of the first U.S.S. ENTERPRISE reaffirm to Scotty that he was once one of Starfleet's finest engineers. To him this is home, and no matter how advanced and improved the new ENTERPRISE is, it cannot compare with his old ship.

★ **Reminiscing**
Picard shares a drink with a slightly worse for wear Scotty. Picard is sensitive to Scotty's needs and they swap stories about the affection they have for their respective past ships. Scotty admits that of all the ships he has served on, the ENTERPRISE was the one for him.

★ **Awareness**
With the help of Picard, Scotty recognizes that he needs to snap out of his maudlin self-indulgence. He may be living 75 years after his own time, and his expertise may no longer be as useful, but wallowing in his former glories and living in the past will not help.

FILE 43 STARFLEET PERSONNEL

Doctor Ann Mulhall

A confident, forthright woman and an excellent astrobiologist, **Dr. Ann Mulhall** serves aboard the ***U.S.S. Enterprise NCC-1701*** in 2268. But her fascination for science and discovery is tested when she is asked to lend her body to an ancient alien consciousness.

OTHER CARDS IN THIS FILE...
3 CAPTAIN JAMES T. KIRK
4 SPOCK
SEE OTHER FILES...
OTHER GROUPS & RACES....File 18
U.S.S. ENTERPRISE NCC-1701.....File 20
STAR TREK: The Original Series .....File 68

Doctor Ann Mulhall, a **Starfleet** officer who holds the rank of **Lieutenant Commander**, is an astrobiologist serving aboard the the ***U.S.S. Enterprise NCC-1701***. Dr. Mulhall does not take any aspect of her Starfleet duties lightly; she is impeccably honest and honorable. She is a very serious student of rules and regulations, obeying orders, working thoroughly and quickly, and is an excellent scientist.

Mulhall always considers all hypotheses, and is knowledgeable about all advances in medicine, psychology, biology and astrophysics. She has integrated caution with a sense of adventure and discovery in her scientific method, and does not draw conclusions until all the evidence has been collected, advising a moderate course of action based on available facts.

Perhaps the most incredible event in her entire career occurs on **Stardate 4768.3**, when a mysterious interference begins to affect the navigational and communications systems aboard the *Enterprise*. An omniscient voice is heard and identifies itself as **Sargon**, who is apparently able to read the thoughts of everyone on board.

Chosen for unique task

Mulhall is summoned by Sargon to join **Captain James T. Kirk** and **Science Officer Spock** for a landing party mission. Her 'orders' are planted in her mind by Sargon; she reports to the **transporter room** as if everything is normal, and it is not until she is asked how she knew to report there that she realizes something is strange, as she does not recall who gave her the orders. Dr. Mulhall is slightly disturbed, but as a committed scientist she is eager to be part of new discoveries, and is an excellent choice for the mission. Kirk has no doubts about taking her, even though it is not him who chose her for the party.

The team travels to a seemingly dead **Class-M** planet, where Mulhall and her colleagues find three life forms that are surviving as pure energy – **Sargon**, previously the leader of a very advanced civilization, his wife, **Thalassa**, and his associate **Henoch**; cataclysmic events killed off all life on the planet half a million years earlier. Sargon temporarily inhabits Kirk's body, and asks the other officers to provide the same opportunity for his fellow survivors while they use their physical forms to make robot bodies that will host their consciousnesses for the next thousand years.

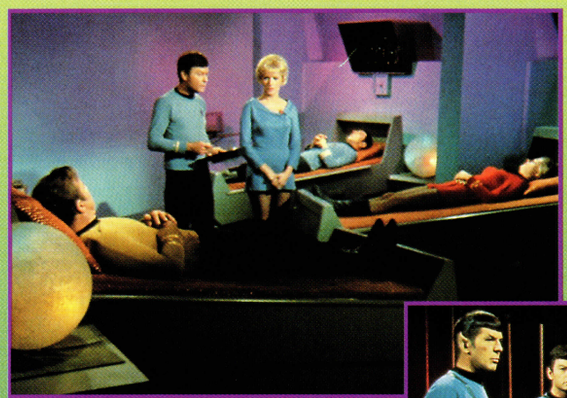
Mulhall is initially and understandably hostile to Sargon's suggestion, accusing him of bringing

PROFILE ON MULHALL

NAME: Ann Mulhall
LIFE FORM: Human female
STATUS: Lieutenant Commander
POSTING: Astrobiologist aboard the ***U.S.S. Enterprise NCC-1701***.
REMARKS: Mulhall serves as a physical host for the superior alien and female consciousness, Thalassa. Along with Sargon and Henoch, she is one of only three survivors of a long-dead race.
FIRST SEEN: 'Return to Tomorrow' [TOS]

Dr. Ann Mulhall is an efficient and cautious officer who has a healthy curiosity for the unknown and for scientific discovery. She has few qualms about loaning her body to an alien consciousness when the exchange of minds promises to provide invaluable and advanced scientific information to Starfleet.

TRAGIC FATE



★ **Undergoing the mind transference**
Dr. McCoy is reluctant to exchange the alien minds with those of Mulhall, Kirk, and Spock.

★ **Meeting Sargon**
The U.S.S. ENTERPRISE landing party encounter the alien consciousness, Sargon. Since the death of his race, he has survived in a small sphere.

★ **Mysterious call**
Mulhall obeys Sargon's telepathic orders to report to the transporter room, but has no idea where the orders came from.

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Doctor Ann Mulhall

★ **Reunion**
The minds of the alien husband and wife reunite in the bodies of Kirk and Mulhall.

★ **New bodies**
Sargon and Thalassa intend to use the bodies of Kirk and Mulhall to build themselves robots that will house their consciousnesses for another thousand years.

"I'm a scientist. The opportunity is an extraordinary one, for experimentation and observation."
— Dr. Mulhall to Dr. McCoy

★ **A final kiss**
Kirk and Mulhall allow Sargon and Thalassa to inhabit their bodies one final time to say farewell, and engage in a passionate kiss.

the landing party to him so that he can steal their bodies. She tells him that there are engineers and technicians who could build the robot bodies they require for them, and that they do not need to possess the Starfleet officers. But Sargon explains that the technology involved is too advanced, and when he makes it clear that the choice is hers, and that if she decides against it she will be free to go, she becomes more enthusiastic. After some discussion with her colleagues, Mulhall is still a little hesitant, but eventually offers to loan her body to Thalassa's consciousness. She describes the opportunity for experimentation and observation as "scientifically fascinating"; her curiosity is enough to override her fear.

Dr. Mulhall, attractive, blond, and about 30 years of age, resembles Thalassa's former physical form, which is probably why she is summoned for this unusual mission. The metabolic rates that the aliens produce in the human bodies is enough to kill off their human hosts in a matter of minutes, unless carefully monitored and regulated medically, but, to Mulhall, the possibilities in the experiment far outweigh the dangers. Dr. Mulhall is drawn to the excitement of the scientific opportunity in front of her. She can participate in an experiment with a phenomenally advanced consciousness, living out the mission on the *Enterprise* in her own body.

Out of body

Once the transfer has been completed, Mulhall has no further direct influence in the proceedings. While Thalassa inhabits her body, her consciousness resides in the sphere, an experience described as "floating pleasantly in time and space". When Sargon and his wife are in the physical forms of Kirk and Mulhall, they are understandably loving and tactile with each other. After Mulhall's consciousness is returned, she appears to understand how much their brief return to physicality means to Thalassa and her husband.

Sargon and his wife choose to disengage from the *Enterprise* and live forever as pure consciousness, but they request one more opportunity to touch, to briefly occupy corporeal bodies again. Kirk and Mulhall agree, and the couple are able to kiss and embrace one last time.

Mulhall and Kirk feel slightly awkward as their consciousnesses return to their bodies and they find themselves locked in an embrace, but Mulhall remarks that helping these advanced aliens is something she was happy to do. She is a very strong woman and an excellent scientist, but is not immune to the ideals and reality of romantic love. More than anything, she knows that the opportunity to experience and study this new form of life is a chance that no Starfleet officer should pass up.

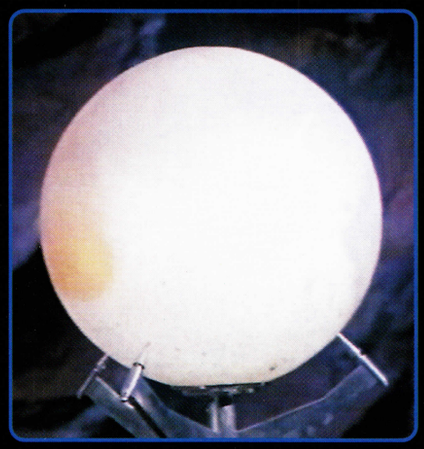
★ **Temptation**
Henoch/Spock is unimpressed by the robotic bodies. He desires to remain in his new Vulcan body and tries to persuade Thalassa/Mulhall that she should do the same.

★ **Maintaining relations**
Kirk asks Sargon and Thalassa if there is anything more he can do for them before they depart into oblivion.

OTHER MINDS

Survivors

Three glowing spheres are all that is left of a once great civilization, now known only as Sargon's people, after their world was destroyed by a terrible war. The *U.S.S. Enterprise* is summoned to Sargon's planet in 2268, when Sargon's disembodied intellect wishes to borrow the bodies of three of the crew, for himself and two other survivors of his race. Sargon plans to use their hosts to build new android bodies which the three alien minds can inhabit.



▲ **Fascinating experience**
The mind of Dr. Ann Mulhall is placed into the survival canister of Thalassa while the alien's consciousness uses her body.

Orion Syndicate Bomb

The Orion Syndicate is a sinister organization whose members have few scruples. Anyone who dares to make a stand against them needs to watch his back at all times, as Quark discovers in 2373.

When the **Orion Syndicate** is threatened, its members like to make sure that the source of the threat is removed as quickly as possible. To this end, their assassins have become expertly skilled in the production of various booby traps, bombs, and other explosive devices.

One such device is placed on the ***Runabout*** carrying **Quark** to a grand jury hearing in 2373, where he is to testify against the Syndicate. Measuring between 15 and 20 centimetres in diameter, this particular weapon consists of three main sections; on the top are eight equally sized, gold-colored tapered fins that run out at an angle of 45 degrees to each other from a central circular joining point. This small raised hub attaches to four cross-spars underneath, and terminate in a set of prongs, also colored gold.

The exact design often changes depending on the target, but on this model the fins act as a **proximity field generator**, causing it to detonate if the field is disrupted by someone getting too close. The cross-spars possibly have magnetic or other attachment devices built into the eight prongs, allowing the assassin to place the bomb on a variety of magnetic or non-magnetic surfaces. It is likely that the fins contain **actinides**, radioactive compounds that confuse sensors, as the device is not detected by the ship's internal scanners at any time during the journey.

Internal explosives

Underneath the fins sits the explosive casing itself, which consists of four sections. Lights on two opposing elements synchronize to a soft audible hum, acting as a visual and aural indication that the device is armed. This is also part of the timer mechanism, and is probably linked into the proximity warning device. The total height from the top of the fins to the flat underside of the casing is estimated to be between seven and eight centimetres, making it very easy to hide. The weight depends entirely upon the kind of explosive being used within the casing and can vary from one to several kilos.

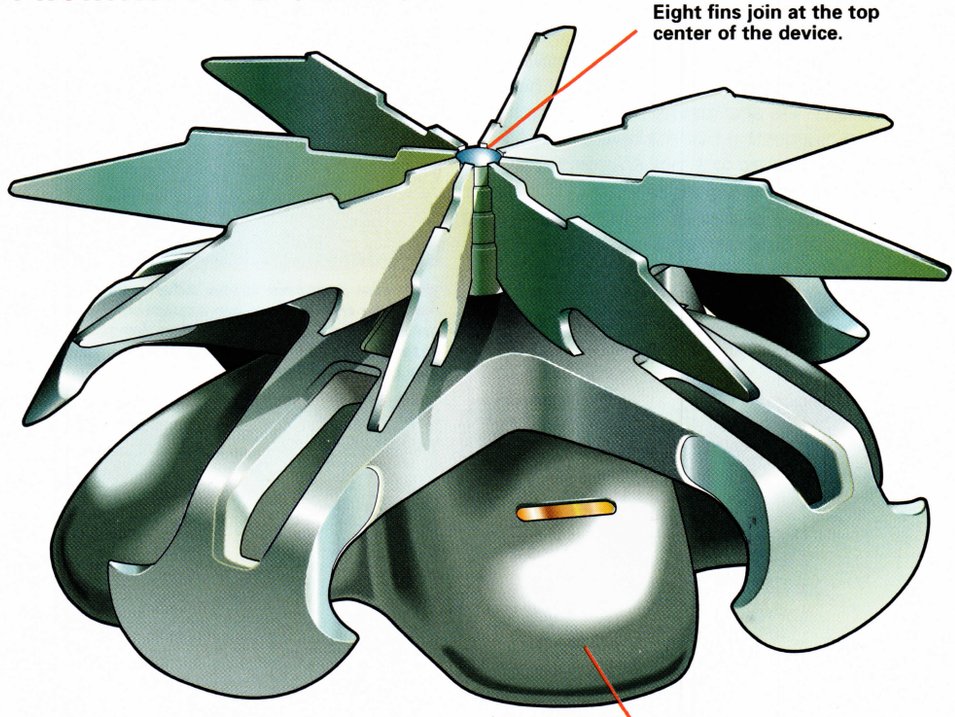
What is most unusual about the device left on the vessel carrying Quark, however, is that it gives itself away before detonating, suggesting that it had to be hurriedly placed on the ***Runabout*** in which he and **Odo** were traveling. It is has been put in the forward starboard hatch on one of the main **isolinear banks** underneath conduits 042 and 451. Sitting on top of the main **Optical Data Network** trunking that controls the communications system, navigational arrays, and environmental system of the *Runabout*, the bomb is perfectly placed to destroy as many systems as possible. As it is impossible to cut into the **duranium** alloy of the craft's hull from the outside, this is where the bomb will do the most damage.

The device is capable of rupturing the inner and outer hull of the *Runabout*, and severely damaging the **Structural Integrity Field**. At sublight speeds, even a partial destruction of the spaceframe would be fatal, and, at warp speeds it would be instantly catastrophic. Trying to beam the bomb out proves only partially successful, as one of its many anti-tamper features is the ability to detect a **transporter** beam around it. The bomb explodes during the attempt, disrupting the **annular confinement beam** within the transporter field; it is this reaction as much as the explosion itself that causes extensive damage to the ship. Of course, the bomb is designed to do just this; even a partial detonation guarantees a deadly result.

The assassin who places the bomb in the RUNABOUT carrying Quark has a good knowledge of the vessel's workings and the bomb's capabilities, and places it where a detonation is likely to do the most damage.

Only Quark's **Ferengi** hearing, able to detect frequencies far higher than the 16,000 to

PROXIMITY DETONATION



1 Keep your distance

The bomb sits harmlessly within the ***Runabout*** for days until it is detected shortly before detonation, but the low buzz it produces increases as time passes.

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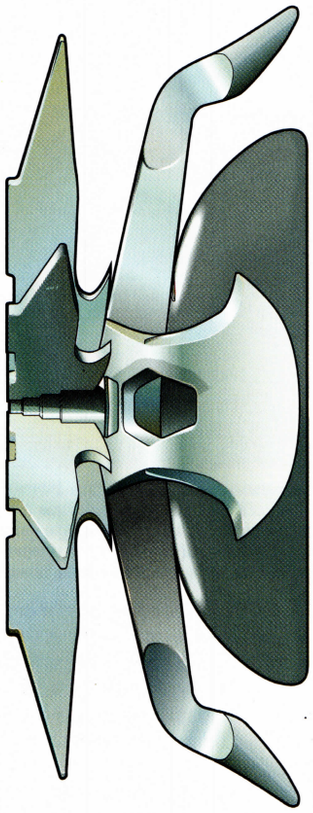
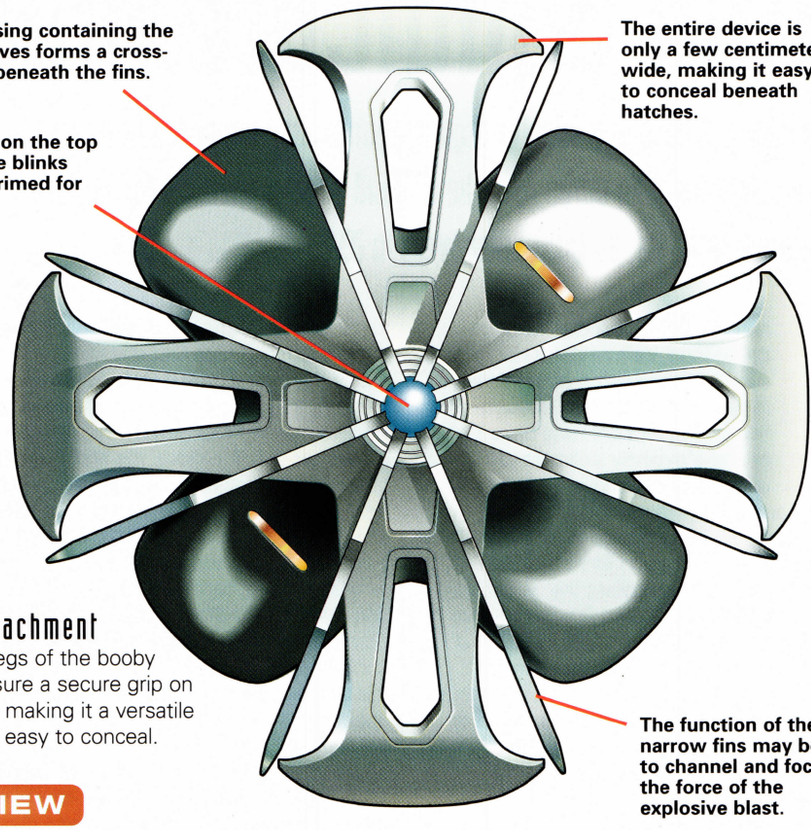
Orion Syndicate Bomb

CONCEALED DANGER



SIDE VIEW

TOP VIEW



1 Careful attachment

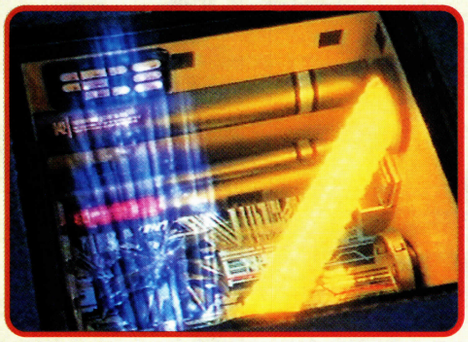
The angled legs of the booby trap device ensure a secure grip on most surfaces, making it a versatile weapon that is easy to conceal.

18,000 kilohertz range of humans, is able to pick up its high pitched humming under the footplate. The sound becomes louder and lower when approached, reinforcing the theory that the bomb has a proximity detonator built into it. Quark makes a comment about how cold it is on the ship just before he hears the buzzing, suggesting that the device may have been programmed to attack environmental controls first before going off.

The damage caused by the bomb causes the *Runabout* to crashland on a nearby planet, but things could have been much worse; both passengers survive their ordeal. It seems that only Quark's sensitive Ferengi hearing saves him and Odo from a grizzly death by this lethal weapon.

The assassin knew where to place the bomb, but his expertise failed him on choosing the best device for the task; Quark's sensitive hearing alerts him to the bomb's presence.

The bomb is only the size of the palm of a human hand, and is easily hidden beneath a hatch in the floor of the RUNABOUT. It is perfectly placed to damage many key systems.



The device is designed to prevent any attempts to disarm it. It is even able to disrupt a transporter beam, and the explosion's energy cannot be dissipated through the pattern buffers.

Quark and Odo attempt to remove the bomb using the transporter, but the resulting explosion damages the RUNABOUT so badly it is forced to crashland on a nearby Class-L planet.

The small craft is badly damaged, and the crew would most likely have died if Quark had not detected the bomb when he did. Luckily, his advance warning means that he and Odo survive the crash.

FILE 69 STAR TREK: THE NEXT GENERATION

'The Hunted'

The ***U.S.S. Enterprise NCC-1701-D*** pursues an escaped prisoner, programmed to kill whenever his safety is threatened. But the crew soon discover that the violent **Roga Danar** is more a victim than a criminal; all he wants is to be allowed to return home.

CAPTAIN'S LOG
STARDATE 43489.2
"We have arrived at Angosia III, a planet that has expressed a strong desire for membership of the Federation. Prime Minister Nayrok has taken Commander Riker and me on a tour of the capital city."

Captain Picard and **Commander Riker** tell **Prime Minister Nayrok** they are impressed by how quickly the **Angosians** have recovered from the **Tarsian War**, but their meeting is interrupted; a prisoner has escaped from the penal colony on **Lunar V**, and has commandeered a transport vessel.

Picard returns to the ***U.S.S. Enterprise NCC-1701-D***. The escaped prisoner is identified as **Roga Danar**, a violent offender given to bouts of uncontrollable rage. Danar is extremely cunning, as the *Enterprise* discovers when it attempts to recapture him – it takes some time before **Worf** and Riker are finally able to place him in a holding cell.

Counselor Troi senses Danar is in great pain. She learns he was a soldier who volunteered to serve in the Tarsian War, unaware it would entail psychological and genetic manipulation. Danar was turned into the perfect soldier, conditioned to survive at any cost. After the war, he and the other supersoldiers had trouble readjusting to civilian life, and the Angosians exiled them to the floating gulag of Lunar V.

Internal matter

When Picard confronts Nayrok with these charges, he insists this is an internal security matter and asks for Danar to be returned immediately. When **Chief O'Brien** begins to transport Danar onto an Angosian police ship, he once again breaks free and uses the Angosian ship to attack Lunar V. Hundreds of prisoners escape; some join forces with Danar and begin to march on the capital.

Picard leads an away team back to Angosia III. When Danar and the rebels arrive, they reject Nayrok's request for them to return peacefully to Lunar V; all they want is to able to live among their people once more. The Angosians are not capable of defeating them, but the **Prime Directive** prevents Picard from intervening. Back on the *Enterprise*, the captain asks Riker to note in the official report that if the government of Angosia survives the night, the *Enterprise* will offer the Angosians **Federation** assistance in rehabilitating their veterans.

STARSHIP FACTS

One of many substances implanted in Danar's body protects him from electrical impulses, thus enabling him to escape sensor detection.

ON SCREEN...

1 *Prime Minister Nayrok of Angosia III gives Picard and Riker a guided tour of his planet's capital city. The Starfleet officers are impressed with what they see.*

2 *An Angosian prisoner escapes from the Lunar V penal colony. The U.S.S. ENTERPRISE apprehends him, but it is clear that he is extremely strong and cunning.*

3 *Danar explains that the veterans were genetically modified to fight in the Tarsian war; the process could not be reversed and they were kept from society.*

4 *During an attempt to transport Danar to an Angosian ship, the prisoner escapes inside the vessel and uses it to free his fellow inmates from Lunar V.*

5 *The war veterans want the government to discuss the possibility of their returning home. With no way to stop them, the Angosians have no choice but to comply.*

6 *Captain Picard cannot interfere as the dispute is an internal matter. But if the government is able to make a deal with the veterans, the Federation will offer its help.*

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FILE 69 STAR TREK: THE NEXT GENERATION

'The High Ground'

Dr. Crusher is taken hostage by the **Ansata** freedom fighters of **Rutia IV**, who plan to destroy the ***U.S.S. Enterprise NCC-1701-D*** in order to draw the **United Federation of Planets** into their struggle for autonomy.

CAPTAIN'S LOG
STARDATE 43510.7

"The ENTERPRISE has put in at Rutia IV to deliver medical supplies, following an outbreak of violent protests ... a generation of peace has ended with terrorist attacks by Ansata separatists, who are demanding autonomy and self-determination for their homeland on the Western continent."

Leaving **Rutia III**'s city center, **Worf**, **Data**, and **Beverly Crusher** witness an explosion. Crusher insists on aiding the injured; while she works, an **Ansata** terrorist materializes from nowhere and takes her hostage.

Dr. Crusher is brought to the Ansata base, where their leader **Kyril Finn** reveals she was abducted after he learned she was a doctor on the **Federation**'s flagship. She begins to treat Ansata terrorists suffering from exposure to the **invertor**; this enables them to transport through dimensional shifts and avoid sensors, but the process has fatal side effects.

Police Chief **Alexana Devos** tells **Commander Riker** that, 70 years ago, the Ansata were denied their independence. This plunged Rutia III into a bloody civil war. Formerly a moderate, Devos began to loathe the Ansata when she saw 60 schoolchildren killed by a failed terrorist strike.

Tracking the terrorists

Devos later interrogates **Katik Shaw**, a waiter at the bombed cafe known to have Ansata sympathies. Riker asks Shaw to tell the Ansata that the Federation is ready to negotiate for Crusher's release. But Finn is in no mood for bargaining; he intends to destroy the *Enterprise* to force the Federation to initiate a peace process.

An Ansatan strike force shifts onto the *Enterprise* and places an explosive charge on the ship's main warp chamber; **Geordi La Forge** deactivates the device moments before it detonates, but Finn manages to take Picard as a second hostage.

Wesley Crusher traces the Ansata base; Devos joins an **away team** on a covert mission to rescue Picard. They manage to knock out the base's generator, and Finn is killed by Devos. At first, she is unapologetic, but her hardline attitude softens when she sees a young Ansatan put down his weapon. As Riker reminds her, peace can sometimes begin when a single boy puts aside his gun.

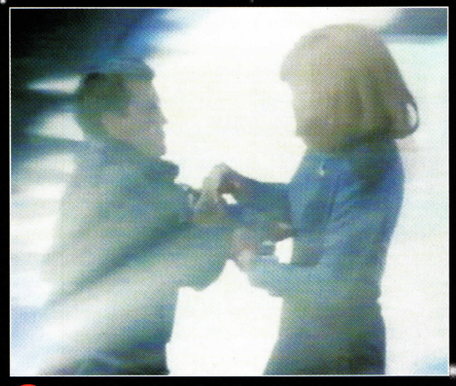
Beverly returns to the *Enterprise* for an emotional reunion with Wesley.

STARSHIP FACTS

Interdimensional shifting was first proposed in the Elway Theorum, a scientific treatise on transport through spatial folding.

ON SCREEN...

1 *An explosion rocks a public plaza on Rutia III; once again, the Ansata separatist movement has made a terrorist attack. This time, they have planted a bomb in a cafe.*



2 *Captain Picard orders Dr. Crusher to return to the U.S.S. ENTERPRISE, but she refuses to leave before she has treated the injured. Suddenly, an Ansata terrorist appears and takes her hostage.*

3 *Held hostage at the Ansata base, Beverly discovers that the terrorists are dying from the side effects of their transporter technology.*

4 *The head of the Rutian security forces tells Riker that seeing what the Ansata do has led her to hate them; once, they even bombed a school bus.*

5 *Riker and an away team are joined by the Rutian security forces as they beam into the Ansata base, located by Wesley Crusher, in a daring rescue attempt.*

6 *Back aboard the U.S.S. ENTERPRISE, Beverly is reunited with her son, Wesley. She is shaken, but her ordeal has caused no lasting harm.*

FILE 70 STAR TREK: DEEP SPACE NINE

'Doctor Bashir, I Presume'

Dr. Julian Bashir is accorded the honor of providing the template for a new **holographic doctor**. However, when Julian's proud parents arrive on the station, they accidentally reveal a dark family secret that could see their son drummed out of **Starfleet**.

'DOCTOR BASHIR, I PRESUME'

"I give you my word that at no time in our interview with Dr. Zimmerman will we ever mention or even hint at the fact that you were genetically enhanced as a child."

– Richard Bashir to Julian

One evening in **Quark's**, a hopelessly tongue-tied **Rom** fails to ask **Leeta** the **dabo girl** for a date. In another corner of the bar, **Julian Bashir** and **Miles O'Brien**'s darts game is interrupted by the arrival of **Dr. Lewis Zimmerman**, creator of the **Emergency Medical Hologram**.

The EMH is designed to provide assistance during sickbay emergencies, and can also replace a **Starfleet** doctor should he or she be killed or injured. The original EMH was only intended to run for a short period of time; now Zimmerman is working on a **Long-term Medical Hologram** (or **LMH**), which will be put to work in outposts where life-support or living space is at a premium.

Starfleet Medical have requested that Bashir provide the template for this new holographic doctor. Zimmerman admits he chose his own features and personality for the original EMH; now Julian will have the same shot at immortality. The EMH will probably be in use for decades to come, and the LMH will last even longer.

Secrets emerge

Zimmerman plans to remain on ***Deep Space Nine*** for at least three weeks. He hands Julian an extremely personal questionnaire; the LMH will have to interact naturally with other crew members, so it is important that he knows all about Bashir's quirks and predilections. He also plans to conduct in-depth interviews with Julian's friends, colleagues, and family members, in order to build a fully rounded psychological profile. Bashir makes it clear that he does not want his parents involved in this process.

The next day Zimmerman sets up the LMH, an exact holographic duplicate of Julian Bashir, and downloads all of the EMH's data into his new creation. The scientist also interviews **Sisko**, **Jake**, **Kira**, **Dax**, **Morn**, **Worf**, and **O'Brien** to gain their impressions of Julian's personality. After conducting a final interview with Leeta, Zimmerman takes her to dinner on the **Promenade**. Rom, still too shy to ask her out, gloomily listens to their conversation.

The following morning, Dax has a surprise for Bashir – his parents have arrived on the station. Julian is none too pleased to see them, but introduces **Amsha** and **Richard Bashir** to Captain Sisko. Richard explains

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ON SCREEN...

1 *The hopelessly lovestruck Rom would love to ask Leeta out for a date, but he never seems to be able to get the words out. Yet again, he misses his opportunity.*

2 *Julian and Miles are enjoying a game of darts until Dr. Lewis Zimmerman arrives and interrupts them. Julian has been chosen to provide a template for a medical hologram.*

3 *As part of the development process, Julian must answer questions on his life history, habits, and preferences, and even his eating patterns.*

4 *Dr. Zimmerman scans Julian to develop a physical likeness. His personality subroutines, an element sorely lacking in the original EMH, will then be built into this.*

5 *Next, Zimmerman interviews Julian's friends and colleagues. He is interested in what they think of the doctor, including what kind of first impression he gives.*

6 *Julian is emphatic that he does not want his parents involved. He is furious when he finds that Dr. Zimmerman has invited them to the station.*

'Doctor Bashir, I Presume'

that his current work as a landscape architect has kept him from visiting his son; they have made a special journey in order to help with the research. Furious, Julian confronts an unapologetic Zimmerman.

Zimmerman later visits Leeta, a bunch of flowers in his hand. He tells her that ***Jupiter Station*** is looking for a new cafe manager, and offers her the job. She asks for time to think it over. When Leeta tells Rom her news, the terminally shy Ferengi cannot find the words to stop her from going.

Amsha and Richard visit Julian and promise that they will not tell Zimmerman the family's "dark secret": just before his seventh birthday, Julian had his genetic structure enhanced by his ambitious parents. Unfortunately, the Bashirs fail to realize they are talking not to their son but to the LMH: Zimmerman and O'Brien have overheard the entire confession.

The chief wastes no time in telling Julian that Zimmerman is now going to file a report saying the doctor is unsuitable for computer modeling because of his suspected genetically enhanced background. Bashir gives Miles the full story. His parents were disappointed their son was growing up to be slow and awkward, so they took him to **Adigeon Prime** for illegal "accelerated critical neural pathway formation" treatments. After the genetic manipulation Julian's IQ rapidly increased, and his stamina, vision, weight, height all improved.

A means of protection

Since the **Eugenics Wars**, DNA resequencing, for any other reason than the repair of serious birth defects, has been declared illegal by **Starfleet**. Moreover, genetically enhanced humans are barred from the service. Julian feels he has no choice but to resign his commission before Zimmerman files his report.

When Bashir heads to Sisko's office the next morning, he discovers his parents talking with the captain and **Rear-Admiral Bennett**, Judge Advocate General. Sisko explains that after Julian's parents admitted they had altered their son's genetic makeup, he contacted Bennett and worked out an agreement which will allow Julian to retain his commission and medical practice, and Richard Bashir has elected to atone for his crime by serving two years in a minimum security penal colony in New Zealand. Amsha and Richard convince Julian this is the right course of action; Bennett also reminds the doctor that the laws against genetic engineering act as a "firewall" against the creation of super-human despots like **Khan Noonien Singh**. It is Bennett's job to keep that firewall in place; Richard will report to the Rear-Admiral's office when he returns to Earth.

At the airlock, Julian says goodbye to his mother and father, finally accepting that his parents did what they did out of love, not shame for their son's failings. Zimmerman and Leeta also prepare to depart the station; at the last moment Rom arrives, screaming for Leeta not to go. He has finally found the courage to tell her he loves her; she feels the same way, and an abandoned Dr. Zimmerman begins to take a keen interest in a female traveler also heading to *Jupiter Station*. Rom and Leeta finally share a passionate kiss.

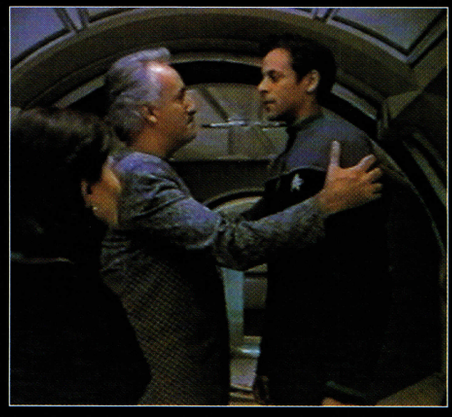
ON SCREEN

7 Julian finds his parents' quarters, then angrily confronts Dr. Zimmerman. But Zimmerman is unapologetic and insists their input is important.

8 Zimmerman tries to court Leeta by offering her a job on JUPITER STATION, where he works. He says she could live with him.

9 Zimmerman and Chief O'Brien overhear Julian's parents talking to the medical hologram. They reveal that Julian was illegally genetically enhanced just before his seventh birthday.

10 Chief O'Brien warns his friend that Dr. Zimmerman knows his dark secret. Julian feels he has no choice but to resign from Starfleet before he is thrown out; his alteration bars him from service.



11 Bashir finds that Sisko has already contacted Starfleet. It has agreed to let him keep his commission if his father serves a prison sentence.

12 Julian bids a sad farewell to his parents. He realizes that everything they did was because they love him, not because they were ashamed.

STARSHIP FACTS

Quark suggests that the best cure for Rom's loneliness would be the new holosuite program 'Vulcan Love Slave Part II: The Revenge'.

G continued

ground balls

Baseball term relating to a batted ball that bounces at least once on the field of play. **Buck Bokai** once tried to entice **Sisko** into catching some ground balls. (*Starship Log:* 'If Wishes Were Horses' [DS9]) ***SEE FILES 7, 70***

An alien life form taking the identity of Buck Bokai gives Sisko practice tips to improve his baseball.

grup

A slang word for an adult, used on **Miri**'s planet. Probably a corruption of the English word 'grown-up'. (*Starship Log:* 'Miri' [TOS]) ***SEE FILES 18, 68***

When an experiment to prolong life went tragically wrong, the children of Miri's planet were left without the guidance of adults.

GSC

Abbreviation for 'Gross Structural Compression', a measurement for the application of physical force or pressure. (*Starship Log:* 'Who Mourns for Adonais?' [TOS]; 'Starship Down' [DS9]) ***SEE FILES 68, 70***

GSK 739

A private transmitter-receiver belonging to **George Samuel Kirk** on the planet **Deneva** used this call sign. (*Starship Log:* 'Operation: Annihilate!' [TOS]) ***SEE FILES 68***

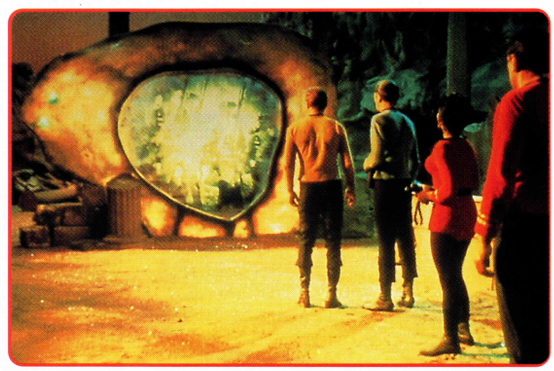
Guardian of Forever

An alien artifact that is at least five billion years old when discovered by the ***U.S.S. Enterprise NCC-1701*** in 2267. It displayed and allowed access to events throughout time and would answer questions, sometimes ambiguously, in the manner of an oracle. (*Starship Log:* 'The City on the Edge of Forever' [TOS]) ***SEE FILES 5, 44, 68***

Guardians

These devout caregivers dedicate their lives to the service of **Trill** symbionts in the caves of **Mak'ala**, and also conduct the **zhian'tara** ritual. (*Starship Log:* 'Equilibrium' [DS9]) ***SEE FILES 11, 70***

The symbionts are looked after by the dedicated Guardians.



The exact origin of and technology behind the Guardian of Forever is uncertain, but it appears to have been in working order for millennia.

Guernica system

This star system was the location of a **Federation** outpost visited by the ***U.S.S. Enterprise NCC-1701-D*** in 2367. (*Starship Log:* 'Galaxy's Child' [TNG]) ***SEE FILES 3, 7, 69***

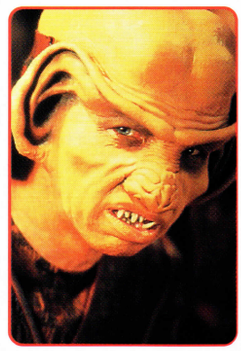
Guevarra, Ernesto 'Che'

Famous Latin American socialist and revolutionary who was executed in 1967. The ***U.S.S. Voyager***'s **EMH** sarcastically wondered if he should conjure up a hologram of Che to help retake the ship from **Seska** in 2373. (*Starship Log:* 'Basics', Part II [VOY]) ***SEE FILE 71***

guidance and navigation relay

The flow of navigational sensor data is managed by this component of a space vessel's flight control system. (*Starship Log:* 'The Jem'Hadar' [DS9]) ***SEE FILES 30, 70***

Guild of Restaurant and Casino Employees



Short-lived labor union, formed by the employees of **Quark's bar** under the stewardship of **Rom**, that conducted a successful work stoppage in 2372, despite **FCA Liquidator Brunt**'s attempts at intimidation. (*Starship Log:* 'Bar Association' [DS9]) ***SEE FILES 51, 70***

Rom defied Ferengi tradition to demand that his brother treat his workers fairly.

Guill

A **Mari** merchant. An investigation by **Tuvok** revealed that **Guill** was prominent in the black market trade of illicit violent imagery, an action considered a crime in Mari society. This disclosure absolved the wrongly accused **B'Elanna Torres**. (*Starship Log:* 'Random Thoughts' [VOY]) ***SEE FILES 18, 43, 71***

Guinan

The female bartender of **Ten-Forward** aboard the ***U.S.S. Enterprise NCC-1701-D***. Guinan was a member of a long-lived and compassionate race called the **El-Aurians**, who were nearly obliterated by the **Borg**. She soon became one of the most well-liked residents on the ship, dispensing good advice as well as drinks, and her long friendship with **Captain Jean-Luc Picard** often meant that he sought her advice over difficult decisions. (*Starship Log:* 'The Child' [TNG]; ***Star Trek: Generations***) ***SEE FILES 25, 53, 69, 78***

ground balls
grup
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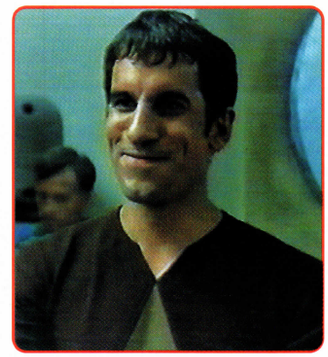
Guill
Guinan
gul
Gulf of Mexico
Gulliver's Travels
gum
gumbo
Gunji jackdaw
gunpowder
Gupta, Admiral
guramba
gymnasium
gyrodyne
gyros, navigational
gyros, stabilizing



Guill picked up violent thoughts from B'Elanna Torres and then sold them to other members of his race on the black market.

Guinan's long history with Captain Jean-Luc Picard made her a particularly valuable member of his crew.

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gul In the **Cardassian** military, a rank approximately equivalent to that of captain in **Starfleet**. Other titles include **legate** and **glinn**. (*Starship Log:* 'The Wounded' [TNG]; 'Emissary' [DS9]) ***SEE FILES 69, 70***

Guls such as Dukat, who was prefect of Bajor during the occupation, fulfill a variety of roles, from starship commanders to military leaders and advisers.

Gulf of Mexico A body of water on Earth's Western hemisphere, adjoining the Atlantic Ocean and the Caribbean Sea. Swimming in the Gulf on a summer's day was a favorite activity of **Chakotay**. (*Starship Log:* 'The 37's' [VOY]) ***SEE FILES 43, 71***

Gulliver's Travels Satirical work by 18th-century human Jonathan Swift, about an Englishman who journeys to fanciful lands populated by peculiar humanoids. **Commander Riker** was reminded of the story when **Debin** of **Altec** ordered the ***U.S.S. Enterprise NCC-1701-D*** to "heave to" in 2365. (*Starship Log:* 'The Outrageous Okona' [TNG]) ***SEE FILES 58, 69***

gum A sweetened, flavored concoction, usually manufactured from the coagulated milky juice of the sapodilla tree, and chewed by humans. Antique packages of baseball cards often contained a stick of this substance. (*Starship Log:* 'In the Cards' [DS9]) ***SEE FILE 70***

gumbo Earth food, a stew or soup thickened with pods of the okra plant. A staple of New Orleans cuisine, it was a specialty at **Joseph Sisko's Creole Kitchen** restaurant. (*Starship Log:* 'Homefront' [DS9]) ***SEE FILES 44, 70***

Gunji jackdaw Large feathered bird, vaguely resembling a cross between a crow and an ostrich. Much to **Odo**'s consternation, this bird was one of the 'imagined' life forms that appeared on ***Deep Space Nine*** in 2369. (*Starship Log:* 'If Wishes Were Horses' [DS9]) ***SEE FILES 18, 70***

Odo was concerned to be confronted by what appeared to be a Gunji jackdaw. In reality it was a member of an alien race, capable of taking on any form, that intended to study the life forms it found aboard DEEP SPACE NINE.

gunpowder An ancient explosive chemical mixture that **Captain James T. Kirk** used to protect himself from the **Gorn** in 2267. (*Starship Log:* 'Arena' [TOS]) ***SEE FILE 68***

Gupta, Admiral **Starfleet** dignitary who visited ***Deep Space Nine*** in 2370 to evaluate the military situation between the **Federation** and the **Cardassians**. (*Starship Log:* 'Whispers' [DS9]) ***SEE FILES 19, 70***

Admiral Gupta played an important role in assessing the situation between the Cardassians and the Federation in the Bajor area.

Young Starfleet officer Cortin Zweller had no trouble proving his 'guramba' when confronted by a surly Nausicaan during a game of dom-jot.

guramba Roughly translated from the **Nausicaan** language, this word means 'conviction', or 'courage'. A Nausicaan once taunted **Cortin Zweller** into a fight by saying that he was "Like all **Starfleet**. You talk and talk … but you have no guramba." (*Starship Log:* 'Tapestry' [TNG]) ***SEE FILES 18, 69***

gymnasium A room used for indoor sports. Most **Federation** starships have onboard gyms. (*Starship Log:* 'Charlie X' [TOS]; 'The Icarus Factor' [TNG]; 'Twisted' [VOY]) ***SEE FILES 20, 25, 29, 68, 69, 71***

Worf used the U.S.S. ENTERPRISE gymnasium to help train Ensign Sito Jaxa.

gyrodyne Crucial component of the main power system aboard **Jem'Hadar** warships. **Nog**'s attempt to reroute the **gyrodyne** to the thruster array failed to restore power to a commandeered ship. (*Starship Log:* 'Rocks and Shoals' [DS9]) ***SEE FILES 40, 70***

gyros, navigational System designed to maintain a starship's directional bearings, regardless of any perturbation that might be experienced. The helm-control devices must be frequently realigned. (*Starship Log:* 'For the Uniform' [DS9]) ***SEE FILE 70***

gyros, stabilizing This orientation mechanism has a heavy spinning disk, the axis of which spins in a vertical plane to reduce the side-to-side rolling of a starship. (*Starship Log:* 'For the Uniform' [DS9]) ***SEE FILE 70***